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SHINY ENTERTAINMENT ARE BACK, WITH **MDK** – AN AWESOME ACTION GAME WHICH ALMOST DEFIES DESCRIPTION! THE DEFINITIVE CVG REVIEW STARTS ON PAGE 76.

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COMPUTER AND VIDEO GAMES #185 APR 1997

NINTENDO 64 – IN DEPTH PREVIEWS OF 1997 LINE-UP



20 YEARS OF STAR WARS

THE MOST POPULAR SCIENCE FICTION MOVIES OF ALL TIME INSPIRED SOME OF THE MOST EXCITING GAMES EVER MADE.

15 YEARS OF GAMES

AND WE'VE PLAYED THEM ALL!



DARK FORCES 2 — X-WING VS TIE FIGHTER — SHADOWS OF THE EMPIRE

REVIEW




PREVIEW







STATE-OF-THE-ART A/V. ADVANCED GAMEPLAY. A TIMELESS TALE

16 PAGE FREE PULL-OUT !!

FREEPLAY




INCLUDING COMPUTER CABIN! 6 PAGE TIPS SECTION

Loads more new **tips and cheats** for the latest games, official and imported, by Ed Lomas! A snappy **moves list for X-Men Vs Street Fighter** from Capcom. In time for next month's launch we have some **essential techniques for Namco 's Soul Blade**. And the nation's **high scores** – uncensored. Plus your art, as ever!

SOUL BLADE GUIDE INSIDE!

ARCADE



P86 STREET FIGHTER 3: NEW GENERATION

CAPCOM'S LONG-AWAITED SEQUEL IS TESTED. WE ALSO LOOK AT *GTI CLUB*, *RED EARTH*, AND *ALPINE RACER 2*.



COMPO

STAR WARS COMPETITION

WE'RE GIVING AWAY ALMOST THE FULL RANGE OF NEW STAR WARS FIGURES, VEHICLES, AND OTHER COOL STUFF!



REGULARS

FEATURE



P98 CARS, STARS, AND CVG

CVG ATTENDS THE LAUNCH PARTY FOR MCLAREN'S NEW F1 CAR. AND THE REST...!




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EASY REFERENCE TO EVERY GAME IN CVG.

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THE MORE THE SCARIER

Computer and Video Games gains another permanent member of staff this issue. Which is great for us, as we get to spend more time with each game. So it's great for you, as you get more in depth coverage as a result. Look at the improvements you've seen made this past year to CVG. Well, expect the current format to transform into something even greater over the next twelve months. We're really excited about the possibilities here. Hopefully you are too. As always we're open to suggestions – yes, you can help make CVG the way you want it to be! This message cannot be stressed enough.

Something we've been considering, which we hope will not compromise the way you value our opinions, is to revisit games whose CVG ratings caused some controversy. Here are a few which we've argued over in the office, for one reason or another. We never print an 'Overall' which hasn't been agreed by all. Just the games below needed a bigger shake-down than most!



TEKKEN 2

Q. When is a High Five not a High Five? A. When the CPU is a fool. We took a deep breath and made a stand – Ed gave *Tekken 2* a highly commendable four out of five. Sacred territory the High Five, see.

EXHUMED

We knew this game was special. But it wasn't until a couple of us here had played it through over and over that we realised this could have got a High Five. Certainly PlayStation owners have a lot to look forward to.

VAMPIRE HUNTER

Paul has really 'gone off on one' about this game recently. He says it really should have been a High Five. Maybe. One thing's for sure, more Saturn fans should have bought it. Obscure, but Capcom at their best.

CVG RATING SYSTEM



5 EXCELLENT




Makes the hairs on the back of your neck stand on end! Whenever the High Five is lit, you know this game is essential.

4 VERY GOOD






Outstanding quality. Only minor limitations prevent this game from being an all-round 'must have'. Among the best money can buy for your machine.

3 GOOD





These games may not be innovative, or fall into everybody's notion of ideal. They are either well produced examples of common concepts, or slightly flawed workings of originality. But they are definitely worth looking at.

2 PRETTY BAD





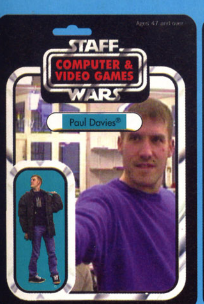
There's something fundamentally wrong with the mechanics, or the presentation lets the game down (ie it's in a foreign language). Could still keep some people happy, but we can't wholeheartedly recommend it.

1 VERY POOR





An all-round loser: We're depressed by it. The company responsible are embarrassed by it. And you could really get by a lot better without it.



COMPUTER AND VIDEO GAMES™
COLLECT ALL 8 (Editor® Costume)

Born in Rochdale, and raised on a diet of pudding, chips, and peas. Paul is the Darth Vader or Ben Kenobi of CVG – depending on what he ate for breakfast. Which is never pudding, chips, and peas despite the rumours. The farce is always with him, the farce being the production of a magazine which talks about everything 'video games'. It's a lot of fun though, especially for a guy who has been waiting almost a year for Final Fantasy VII and gets to play it for free. Yippee!

FAVOURITE GAMES:

- FINAL FANTASY 7
- VAMPIRE HUNTER
- MARIO KART 64
- NIGHTS



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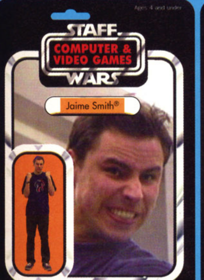
He always wanted to be Han Solo, but we reckon he's more like C-3PO – always waving his arms about and blathering on. He kind of treats everyone like R2-D2 – like they're the one who's stupid. But, just like R2-D2, we all know secrets that Tom doesn't. When he asks us for them we just beep and whistle, heh-heh. Anyway, guess who we saw at the Star Wars preview the other week... why none other than Rik Adams from The Big Breakfast! Funny that.

FAVOURITE GAMES:

- TETRIS KEYRING
- QUAKEWORLD
- TIME CRISIS
- VIRTUA FIGHTER 3



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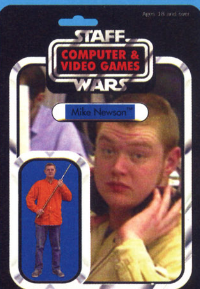
Hard to fit Jaime into any kind of Star Wars role. Except maybe those ostrich legs which make a brief appearance in Mos Eisley – you know the ones which pass close to the screen? Jaime's legs are like that. We were going to say that he was like Luke Skywalker. Only he wasn't raised on a farm. His father isn't an ace pilot turned evil galactic dictator (at least this isn't a subject Jaime has ever raised). And he prefers the tube to a Land Speeder any day of the week.

FAVOURITE GAMES:

- MARIO KART 64
- TETRIS JNR (KEYRING)
- GTI CLUB RALLY
- STREET FIGHTER EX



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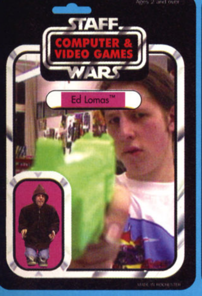
"You'll be feeling the force!" Just one of many cheerful jests we know is just waiting to be offered by Mike if we let Star Wars get in the way of our work. Operating from his own private Death Star in the corner of our office, Mike is silent as The Emperor himself as he consults telepathically with the Smoking Room Council. When Mike speaks of change, we dare not doubt his word. For the SRC operates on a higher plane than that even of the company MD. What next for CVG?

FAVOURITE GAMES:

- MARIO KART 64
- COMMAND & CONQUER (MAC)
- TUROK
- SOUL EDGE



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COMPUTER AND VIDEO GAMES™
COLLECT ALL 8 (Senior Writer® Edition)

Did you hear that they added a couple of new weirdos in the bar scene of Mos Eisley? Surprisingly Ed isn't one of them, though he was one of thousands who applied. We have tried to imagine how that scene at the bar might have been, had Ed been involved: "We don't serve your kind in here... no, not the droids! Him! That...that thing you have there behind you!" "Oh he's not with me, he's with CVG." "Right, all of CVG are officially banned from this pub!" Brilliant.

FAVOURITE GAMES:

- QUAKEWORLD
- FIGHTERS MEGAMIX
- NIGHTS: INTO DREAMS
- MDK



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COMPUTER AND VIDEO GAMES™
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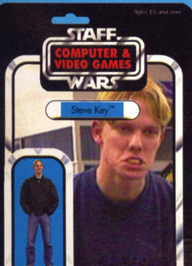
Alex didn't take up quite so much room as expected. Hence the 'Steve Key'(a terrible gag, we know, which won't extend beyond this issue). Soon as Steve joined, Alex began to make the most of the small amount of freedom this allowed him, due to a reduced work load. First it was the Toy Fair. Then a special preview screening of Star Wars. Whatever next for the man whose surname nobody can pronounce without feeling stupid. Just to make you jealous, folks.

FAVOURITE GAMES:

- GTI CLUB RALLY
- STAR WARS ARCADE (32X)
- MICRO MACHINES V3
- PARRAPA THE RAPPA



Alex Huhtala: Staff Writer™ action figure is a trademark of CVG Products Corp. ™, ®&© 1973



COMPUTER AND VIDEO GAMES™
COLLECT ALL 8 (New Senior Staff Writer™)

Popular in computer games since as long as anyone here is willing to remember – the elusive Key. Ours isn't a red one, or a gold one belonging to the elf king. Ours is 'Steve', who has contributed to making CVG worth reading a couple of times in recent issues. So we trust his opinion. Even Tom trusts his opinion! which means you all ought to be very happy to see him here. Another new addition to the team, eh readers. Could be you next. Second thoughts...

FAVOURITE GAMES:

- ISS PRO
- PERFECT STRIKER 64
- SOUL EDGE
- COOL BOARDERS

Steve Key: All New Senior Staff Writer™ action figure is a trademark of CVG Products Corp. ™, ®&© 1978



COMPUTER AND VIDEO GAMES™
COLLECT ALL 8 (MicroGoblin® Uniform)

We needed one extra person to stick on the Editorial page to make things even. This is the Micro Goblin, for all those half-asleep readers out there. He writes the Retro Computer Cabin, and once modelled our groovy limited edition t-shirt (the blonde hair, not the furry puppet!). So now you can put a face to all that old stuff, which means little to anyone who doesn't value Fred Harris as one of their life-long heroes. Oh, and he once played drums in a band called the Tailgators.

ALL-TIME FAVOURITE GAMES:

- ELITE (BBC B DISK VERSION)
- MARBLE MADNESS (ARCADE)
- BALLBLAZER (C64)
- THE SENTINEL (BBC B)



Limited Edition Dave Kelsall: MicroGoblin™ action figure is a trademark of CVG Products Corp. ™, ®&© 1968

STAFF WARS: SPECIAL EDITION FIGURES!

NEWS

[FINAL FANTASY VII TAKES JAPAN BY STORM!]

On January 31st, the long-awaited seventh instalment of Squaresoft's epic *Final Fantasy* saga debuted in Japan. And sytematically turned the PlayStation into a countrywide phenomenon!

In the weeks leading up to the game's launch, the PlayStation was completely sold out in Tokyo! Game shops in the Akihabara district (the videogames centre of Tokyo) posted notices saying they were out of PlayStations and didn't know when another shipment would be arriving. A situation reflected elsewhere throughout the city! In fact, stats in the build up to *Final Fantasy VII*'s release put Sony's machine at 93% of total console sales, with Saturn at 4%, and others (including N64) at 3%.

On the actual launch day, the lengthy queues normally associated with the release of a major game, were practically non-existent! This is because Squaresoft, in a unique departure from standard marketing behaviour, had pushed the majority of *FFVII* sales through convenience stores such as Seven Eleven, Family Mart, K-Mart and Sunkus. Anyone ordering before January 26th were *guaranteed* a copy. And with convenience stores opening from 7am to 11pm on launch day (hours are normally 10 till 8), customers were able to pick up the game at leisure.

A staggering 95% of all copies were sold through convenience stores. As such, it was the dedicated games shops – normally the first to sell out – that were left with spare copies that you could walk in and buy. Not that there were many. Pre-orders for the game totalled 1.8 million, and on the first day 1.75 million copies alone were sold! After three days, sales of the game totalled over 2 million! With the game costing Y6800 (around £35), that put its first weekend earnings at about £70 million! More than nearly all major blockbuster movies make in their launch weekend!

As we went to press, *Final Fantasy VII* was top of Japanese games magazine Weekly Famitsu's all-formats Top 30. And Squaresoft confidently predict they will exceed sales of 3 million copies!



OVER TWO MILLION BOUGHT IN FIRST WEEKEND!

[SONY AND NAMCO CREATE WORLD-CLASS CG STUDIO!]

Following last month's report (in Freeplay) on Namco's plan to create computer-generated movies, they've now signed a contract with Sony Computer Entertainment and Polygon Pictures to form a Hollywood-style computer-graphics company called Dream Pictures Studio.

Sony and Namco each have a 45% share in the company, which is worth 200 million yen. Until now America has dominated the motion picture CG effects market, but Dream Pictures establishes a Japanese studio with the resources to produce world-class digital material.

The company also plans to recruit and educate talented people worldwide, with the aim to supplying creative teams and digital productions of a international standard!

Expect an in-depth report on this event, next month!

From left to right: Mr Kawahara, president of Polygon Pictures; Mr Nakamura, chairman of Namco; and Mr Maruyama, director of SCE.

[IMPORTANT! TUROK COMPETITION UPDATE]

We have just learned that *Turok: Dinosaur Hunter* from Acclaim has received a 15 rating from the BBFC. As this is an official – LEGAL – rating, we now have a problem with last month's *Turok* 'Design-a-saurus!' competition – like two of the age categories are now totally ILLEGAL! Of course both Acclaim and CVG are mighty concerned over this. The solution we have reached is that EVERYONE can still enter, just that winners below the age of 15 will receive a copy of *Mario 64* in place of *Turok*. We hope you understand. Full competition details are in issue #184.





THE MARKETING JUGGERNAUT BEHIND *FFVII*

Final Fantasy VII was always guaranteed to be a huge hit. The short demo included with Japanese *Tobal No.1* in September last year, helped push the game straight to the number one slot. But that was just the tip of a massive marketing campaign for *FFVII*.

In the lead up to the game's release, lengthy TV ads were continuously aired and all manner of toys appeared. Novelty egg dispensers in department stores contained *FFVII* pin badges and super-detailed action figures became available. UFO Catchers (crane machines) at amusement arcades were also filled with high-quality character keyrings and cuddly toys. Even the soundtrack has been heavily pushed in music stores. A four CD set, complete with cardboard jacket is available for Y3800. Inside, there's a glossy book complete with music sheets. For an extra Y2000 a limited edition LP-sized case with the CDs stacked side-to-side is also available!

On initial release, toy stores selling the game even had counters set aside just for *FFVII*, complete with guide books next to them – so customers could buy one of each.

PLAYSTATION COMPLETELY SOLD OUT IN TOKYO!

The game characters were turned into these action figures. We've got some and they're ace!

ENTER –THE DIGICUBE!



DigiCube displays like these are found in all Japanese convenience stores. You just go up and take a look at the games!

FFVII is the first major videogame to be launched through convenience stores in Japan. And the company that orchestrated its hugely successful distribution is DigiCube. DigiCube produce promotional cabinets (called DigiCubes funnily enough) that allow customers to view the games available in the shop. *FFVII* isn't the first videogame to be handled in this way, Sega's *Digital Dance Mix* was also distributed by them. However, Squaresoft's *FFVII* deal was far more ambitious. Everyone ordering an advance copy from convenience stores also received a free glossy *FFVII* guide book, available only to those who bought their game in this way! Considering the success of the operation, many games companies are now in discussion with DigiCube to distribute their new titles through convenience stores.

Meanwhile Squaresoft are hotting up the release of the next DigiCube-distributed game – *Bushido Blade*, which is released on March 14th together with its own free guide book.



Sega's Digital Dance Mix.



DigiCube's exclusive FFVII guide.

CONGRATS FROM SONY TO KONAMI'S *ISS PRO*

Juan Montes, General Manager of Software Development at SCEE, has written a personal letter of congratulations to Konami Europe. Apparently he, along with the entire software evaluation team have been playing *International Superstar Soccer Pro* non-stop since it arrived for testing. Mr Montes enthused that *ISS Pro* is "the best soccer title ever published on our platform. SCEE would like to congratulate Konami on doing such an excellent job." No wonder we gave it a High Five. (Review, page 73).





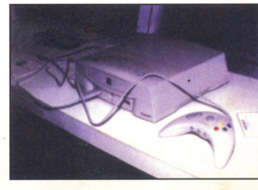
The unanimously brilliant *International Superstar Soccer Pro* on PlayStation. SCEE's software evaluation team have used 'playtesting' as an excuse for skiving off and playing it!

BANDAI TO RELEASE PIPPIN IN THE UK!

Bandai's Apple-based console, the Pippin Atmark, is set to be released in Europe around April.

The CD-ROM based hardware, which uses the same easy-to-operate menu-driven interface as Macintosh, is to be released here by Katz Media. Bandai will handle the release of their own titles themselves.

Katz consider the machine's primary appeal to be its built-in multimedia and Internet facilities, allowing it to be used for a variety of on-line applications. Together with its ability to be easily connected to a television, they also consider it to be a far cheaper and easier option for potential Internet users, than buying a PC. Although the Pippin wasn't a massive seller in Japan, Bandai still profited from its reasonable sales, and say they're committed to making it a worldwide success.



[LATEST NINTENDO 64DD INFO!]



For the sceptics among you, 64DD is definitely still on course for release! Word from Nintendo is that they've currently got ten games under development.

Titles that have been named are *Mario Paint*, *Mario RPG 2*, *Pocket Monsters* (the Game Boy version single-handled revived Nintendo's hand-held in Japan and has sold well over a million copies), *Sim City*, and – *Mario 64*!

Yep, it seems the N64's flagship game is to be upgraded for DD. Rumour has it Shigeru Miyamoto has always been keen to release a new version of the game, after the US version had many of its minor bugs removed. Selectable characters are also suggested (Luigi, Kinopio perhaps), each with their own special advantages. Although, seeing as the original game would have been fine-tuned specifically for Mario himself, the levels may have to be adjusted too.

On the *Zelda* front, Nintendo have said that they are definitely looking into a cartridge version. It's unknown whether they would release it simultaneously with a DD version, or even before it.







The elusive 64DD. Nintendo say it is coming. But will *Zelda 64* be one of its games?

***Mother 3* by HAL. One of the promising titles headed for the NIntendo 64DD.**

[HOT SCOOP! NAUGHTY NUDE CHEAT IN *TOMB RAIDER*!]

Yes, there is a code to play as a totally nude Lara Croft. We didn't believe it either, but having tried this sensational cheat we KNOW it works. And boy is it steamy!

The information, revealed to us by an anonymous source (who we can't name for their own safety), works on all versions of the game (PlayStation, Saturn and PC). Word has it, those red-blooded programmers at Core put it in to amuse them during those lonely nights playtesting the levels. But in the final stages of bug-testing it was accidently left in. A terrific blunder considering how incredibly naughty the graphics are! But don't take our word for it, try the cheat for yourself!

Okay, here's how you do it. First enlist the help of a friend. Begin a game and at any point (we recommend right at the start, so you get more flesh for your effort), get them to tap out a rythmn on the second joypad (use the X button on PlayStation, B button on Saturn, and PC owners have to push their joystick rythmically left and right). It's tricky to get the right beat, but we've found using the first verse of the Spice Girls tune Wannabe as a guide (Tell me, what you want, what you really really want, repeat), works perfectly. While they're doing this, you have to make Lara dance to the beat. Side-stepping left and right works fine, but adding tumbles and jumps speeds up the process. After roughly two minutes, disco lights appear and Lara starts dancing by herself. Then the screen goes black, and when she reappears she's completely starkers!



While Lara is nude, none of the enemies attack her (obviously to help the programmers walk through the levels). Instead the wolves howl when she runs past, the gorillas beat their chests, and the T-Rex claps! What's more, when she confronts Larson, he's naked too (although we didn't like that bit). We recommend you do a lot of swimming and climbing over ledges in this mode. It's a real treat!

When questioned, a spokesperson from Core said "It's not a problem, we don't think anyone under 18 has the rythmn to access this mode."

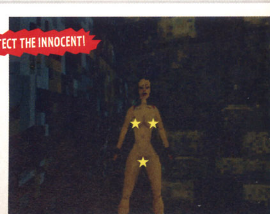
[THE SECOND ENIX GAME \ SOFTWARE CONTEST]

More details, and just by way of a reminder, of the Enix Game Software Contest 2 that is currently underway. The competition to design original game software is open until 20th December 1997. Registration can be done through the Enix homepage, where you will find the form and the rules. Apart from having your game published by Enix, there is a further incentive of a US $200,000 Grand Prize, two First Prizes of US $50,000, and twenty Second Prizes of US $5,000. The only stipulations are that the software must not have been sold or released to the public, and be playable on the following systems: Windows 95, Windows 3.1, MS-DOS version 6.0 or higher, Macintosh 7.0 or higher. Those of you who would like to find out more may also contact Enix by post. Just be sure to include your name, complete address, telephone number, email address, telephone number and fax (if available). Here's the contact names, and the address of Enix –

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Tel: 81-3-5352-6421
Fax: 81-3-5352-6424
Email enix@marinet.or.jp
http://www.marinet.or.jp/com/enix







[TOY WARS]

Toy Fair is the annual convention held every year in London, where companies get the chance to show-off their product for the forthcoming year. How could we resist not attending, with the thousands of toys on display we thought we were in heaven! Realising there was work to be done, we quickly tracked down the hottest licensed toys of the year. Not just an excuse to look at toys, this was our chance to find out snippets of information regarding the movies' plots – don't worry we won't spoil anything for you. Remember these toys won't be in the shops until the summer at the earliest! We want them NOW!

MEN IN BLACK

The teaser trailer doesn't give too much away, but from seeing a sneak of the toy line, this looks like a spin on Ghostbusters, with the ghosts exchanged for aliens. Tommy Lee Jones and Will Smith play K and J – special agents who belong to the Men In Black. A secret agency whose members hunt and capture aliens who pose as humans on Earth.

BATMAN AND ROBIN

The fourth Batman film from the Warner studios, with Batman and Robin presenting the biggest line-up of villains yet. George Clooney takes on the role of Batman who, teaming up with Robin, must battle Mr. Freeze. In case you hadn't already heard, Freeze is being played by none other than Arnold Schwarzenegger. Also appearing are Poison Ivy, the menacing Bane and the introduction of Bat Girl! The stellar range of characters promises some excellent new additions to the Batman figure range.



THE LOST WORLD: JURASSIC PARK 2

The dinosaurs are back! The new toy line, looks very similar to the original 1993 range, with the only character returning for the sequel being Ian Malcolm. All characters come dressed in strange day-glo coloured military fatigues. At least this time the dino toys look better.



You think these guys look scary, you should see the T-REX!

Slime Fighting' K © Galoob Toys. Batman & Robin and The Lost World © Hasbro/Kenner.

Been refused your N64 yet? Tempted to trade in your PlayStation for a Commodore 64? Seen any good films lately (Star Wars!!!). Anything at all of interest to your fellow readers of CVG? Well why not do the 'write' thing and get your name on the pages of CVG. This isn't just 15 minutes of fame – it's potentially 15 years! But only if you're a collector… Look we're kind of stuck for an intro here this month! We just want your letters! The world wants to read your letters! What are you waiting for?!

Please send your letters to:

MAIL BAG,
Computer and Video Games,
Priory Court,
30-32 Farringdon Lane,
London, EC1R 3AU.

CVG regrets that we cannot enter into personal correspondence with our readers. Not even if we fancy them loads.



SOMETHING LIGHT TO START

Dear CVG,

After reading and enjoying issue #183 I looked at the index and was surprised to see only three games for the PC CD-ROM. This is pretty poor compared to 18 for the PlayStation. There are a lot of PC owners who would like to see more games in the preview and review sections. Also can you tell me which game to get on PC out of *Soviet Strike*, *Die Hard Trilogy*, or *Tomb Raider* on pure playability?

Amit Thakor, Gloucester

CVG: *As the multi-format market develops, CVG will adapt to meet the needs of as many people as possible. It's quite a tricky process but we're aiming to manage it better than most. Of the games you mentioned we reckon* Tomb Raider *is the best – and* Soviet Strike *has been canned, so we hear.*

YE OLDE FAITHFUL 'N'?

Dear CVG,

I have got a problem on which machine to buy for the summer. I am a Nintendo fan so I don't want to miss the N64. On the other hand the PlayStation looks great with forthcoming games like *Final Fantasy VII*. However this is also an economical problem. The PS here in Malta costs around £m160 (around £300) which is extremely high. The N64 (a Japanese version) is £m450 (£800)!!! Chances are that if the N64 will be bought by me from your country. Which console do you think is best for me – a four year Nintendo fan?

Matthew Aozzopendi, Malta

CVG: This question gets harder to answer with every passing month. If you were to look at the way the American market has taken to N64, you would assume it's business as usual for Nintendo. Fans over there are more than satisfied. But as you may know from reading our reports from Japan recently, you could be forgiven for assuming PlayStation has taken the place of Super Famicom in popularity. Also of a worrying nature is how Nintendo's corporate set-up, which filters down to the key development teams, is now quite different to how it was five years ago. Mr Shigeru Miyamoto has moved into more of a producing role rather than director. Mr Gunpei Yokoi, who originated the excellent *Metroid* series of games, is no longer with Nintendo. On top of that, Nintendo don't have the exclusive support of key developers such as Konami, Namco, Capcom, Enix, or Square. These companies are all very much in favour of PlayStation – meaning N64 may never benefit from the must-have mentality which surrounded *Super Contra*, *Street Fighter II*, and – of course – the massively popular *Dragon Quest* and *Final Fantasy* games. However NOTHING has come close to *Super Mario 64*. The quality of visuals in *Pilot Wings 64* is far beyond anything on Saturn and PlayStation. A new *Zelda* game has the potential to blow everything else out of the water, and *Star Fox* is similarly priceless. Depends what you mean when you call yourself a Nintendo fan Matthew.



STREET FIGHTER AS HE LIVES AND BREATHS

Dear CVG,

As a huge *Street Fighter* and Capcom fan I would like to clear up some of the Street Fighter background questions which you have either been unable to answer or ones that you have answered incorrectly. Ryu and Ken were trained by Gouken in the art of Shotokan Karate. Ryu translates as Dragon, and Ken translates as fist. Gouki (Akuma) is Gouken's younger brother, both were trained by Goutetsu. Gouki translates as Strong Ogre and Gouken translates as strong fist. Both Gouken and Goutetsu appear in Gouki's *Street Fighter Zero/ Alpha* ending along with Vega/ Bison.

Gouki allowed himself to become possessed by an ancient demon to enable him to become the ultimate warrior, to prove his power he challenged both his brother Gouken and his teacher Goutetsu and killed them both. This is why Ryu challenges Gouki as Gouki mod-boss challenger in *Street Fighter Zero/ Alpha 2*, to take revenge for his master's death. Ken Masters speaks of a man who he must challenge and defeat (who is not Ryu) to Eliza at the end of *Street Fighter Zero/ Alpha*, this is Gouki.

Gouki was not trained by Gen but calls him Master Gen as a sign of respect, any true martial art student has respect for a master of a martial art even if they are not that student's teacher.

Dan's father was called Go Hibiki and appeared with Dan in one piece of artwork which is included in the Saturn illustration option in *Street Fighter Zero/ Alpha 2*. Go Hibiki trained with Gouken for a short time, later developing a style of his own which he named Saikyo-Ryu which he trained to his son Dan. Go Hibiki was challenged by Sagat during an early Street Fighter tournament (set before *Street Fighter 1*), during the fight Go Hibiki took Sagat's eye as an act of revenge Sagat killed Go Hibiki. Sagat later wet on to defeat the then present Street Fighter champion and took his place as champion.



Dan has entered the Street Fighter tournament to show the world the fighting style his father developed (Saikyo-Ryu) and to become good enough to challenge Sagat and to take revenge for his father's death at his hands.

Guy was trained by Zekuu who trained him in the art of Bushin – a style of Ninjitsu. Zekuu appears in Guy's ending at the end of *Street Fighter Zero/ Alpha 2*.

Sagat is a master of Tiger Stance Muay Thai kick boxing and was Adon's teacher, Adon developed a style that suited his smaller, faster attributes rather than Sagat's larger, stronger yet slower body, which he called Jaguar Stance.

Sagat was scarred across his chest by Ryu's Dragon Punch (known as the Sheng Long Dragon Punch), a reminder of his over confidence and under estimating of an opponent.

In Ken's *Street Fighter Zero/ Alpha 2* birthday party background there are a number of Capcom characters from other games acting as guests. These are (from right to left) Felicia from *Vampire Hunter* in the swimming pool, Lynn Kurosawa from Alien Versus Predator climbing out of the swimming pool, Strider carrying the teddy bear (which he throws when a super move connects), Captain Commando holding a present, Eliza Ken's girlfriend (his wife at the end of *Street Fighter 2*) and then there's Morrigan from *Vampire Hunter* wearing a very short dress.

I hope I have helped clear up a few character background relationship questions that you may have not known, and do hope you print my letter.

Andrew Dixon, Teignmouth

CVG: *Alright, smart ass!*



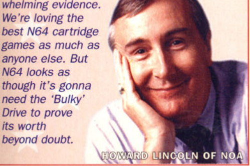
STAR★LETTER

SHOULD HOWARD LINCOLN BE SUED?

Dear CVG,
I wish Nintendo would enlist the help of more UK based software houses to strengthen the N64 line up. With only Rare and DMA (I think) we are not properly represented on Nintendo's next gen console. Despite what the Americans may think we are second to Japan in quality and game design. I know publishers are supposedly shying away from the cart-based system because of cost etc but I believe if you make a good game it will sell regardless of the format. It seems the Japanese have got themselves sorted out. Admittedly most of the 'Triple A' products are from NCL [Nintendo Company Ltd], but Konami's *J League Perfect Striker* has landed in my US machine and there it has stayed ever since. An excellent piece of software. The N64 does however need games like *Resident Evil* to try and shake loose its slightly immature image. One last thing, should Howard Lincoln of NOA be sued under the Trade Descriptions act? I'm talking about his super hyped "Dream Team". The Dream Team I know is known for its excellence on the basketball court and destroying the opposition while taking the p**s. On the strength of its current software for the N64 (*Mortal Kombat, Cruis'n USA, Shadows of the Empire*) shouldn't the American software coalition be renamed the England cricket team? On second thoughts their software isn't that bad.
Brian Brown, Birmingham



***CVG:** We've played* Cruis'n USA *Brian – we know what you're saying! Unfortunately cartridge-based games do present something of a risk for developers. True enough the right game should sell regardless of format – but £60 is a lot of anyone's money, and is a deterrent. Plus, once you get over the loading time difficulties, the advantages of using CD confidently outweigh the advantages of a cart. Look at the way Namco and Square handle their newest CD games for overwhelming evidence. We're loving the best N64 cartridge games as much as anyone else. But N64 looks as though it's gonna need the 'Bulky' Drive to prove its worth beyond doubt.*


HOWARD LINCOLN OF NOA

SOAP BOX PART ONE: BUMS BORN OF A BUM DEAL

Dear CVG,
I'd like to start off by saying I own a PlayStation and by bringing up the subject of, dare I say it... PIRACY! What's wrong with it? GOLD DISCS, BLAGGS, COPIES, what ever you want to call them. Why does every mag (including yours) slag them off? They do have some good points, and Sony, or any other company, could actually make some MOOLAA out of it.
1. Piracy on the PS is rife! Anyone who has the slightest nouse about the PS-world knows that copies are easy to get hold of. It's not just where I live. I know people from London, the North East, and quite a few more places and the only difference is the price (ranging from £10-£25). Now I know there are a huge number of dodgy dealers around, as your mag has pointed before, but as the Sony marketing points out the PS is aimed at 18-25 year olds. So what? You might ask. Well if a person of this age group can't tell a dodgy dealer when he/she is buying a 'chip' or a 'CD' then it's time to pack up. Jack it in, whatever. Besides that I bet 1/3-1/2 of PlayStations are bought because of word of mouth and simplicity of getting copies, cheap games. I was the first person that I know who bought a PlayStation and within six months eight of my mates had invested in one. Not because of Sony marketing, but because of the now famous 'chip' and availability of copied games. I'm sure Sony have made a nice little sum out of it, because my mates can't be the only people who have been influenced by this.
2. When Sony banned DATEL from manufacturing their own 'chip' I think they made a big mistake! Why? Well what if Sony gave Datel the go ahead, but demanded a cut of the profits, then at least Sony could make at least a bit more out of Piracy. The other thing is Datel would probably have a 6-12 month guarantee so most people would opt for a ligit chip instead of the so-called dodgy chip. A dodgy chip would cost around £20-40 to be installed. So I don't think paying £55 would be too steep, as you've got a guarantee and peace of mind.
3. PAL is crap! I've seen around %70 of each PAL game next to an NTSC game and something definitely needs sorting out at Sony. Take Tekken II for example. The NTSC version is amazing! The PAL version is just slower and less dazzling. I've just bought *Soul Edge* and *Rage Racer*. I'm just glad I can get hold of NTSC versions because I can't imagine the state of the PAL versions that Europe will be palmed off with. These two games are unbelievable. The PAL versions won't be!
4. Last but not least, instructions. No you don't get any with gold discs, but that's half the fun, and a small sacrifice. Anyway, who needs them? When we have excellent mags like yours! I only buy mags for one of your guides through games – which buttons do what, what features there are and so on. So mags also make money out of piracy, even though they don't know it.

***CVG:** Imported games, fine. Pirated games, no way! Of course we know about all this dodgy stuff going on. And it sounds like a real 'teacher' sort of thing to say that we're just directly opposed. But piracy hurts the video games market in a major way, the most obvious effect being high software prices. Occasionally code is 'leaked' before it is finalised – something most punters aren't aware of. Can't understand why you'd want to line the pocket of some crook for the benefit of owning a half-finished game. Stoopid. Sure, it's cool to own some of the bigger games before they are released in the UK. This isn't seen as much of a problem by anyone. So it's a shame that this whole 'chip' thing has become caught up in the piracy issue – not like the early days of the Mega Drive where people got switches fitted to their console to serve a similar purpose. Enthusiasm we like a lot, and you may want to buy more games for less. Just don't let criminals make a mug of you.*

SOAP BOX PART TWO: RISE FROM YOUR GRAVE

Retro games! I still own a C64 (from around 1984) and have a fair collection of around 500 games. Now we all know technology has moved on a hell of a lot since 1984, graphics-wise, speed-wise, and sound. But remember the not so secret ingredient is gameplay. Look at *Bust a Move 2* – case closed... nearly. Having still got a C64 and the games to go with it (which I still play) why can't Sony, Acclaim, Gremlin, Ocean, EA, US Gold and the rest of the bunch realise there is some untapped potential in the games on this format. *Spy Vs Spy*, imagine in glorious 3D. *Paradroid, The Sentinel* (a very original game) the list is endless. A couple of software houses have already thought into the matter – LucasArts' BallBlazer, System 3's *The Last Ninja*. Can't others get it sorted and revamp some other golden oldies? There's a lot of great ideas in older formats' games and I'm sure the people who missed out on them the first time would love them on the PlayStation, Saturn etc... not to mention people like me.
The Shady One, Lancashire

***CVG:** Here's where 'The Shady One' gets vindicated. Of course it would be excellent to see some of the older games reworked to take advantage of new technology. The likes of* Spy Vs Spy *– groundbreaking, timeless concepts – would blow people away if they were respectfully brought up to date. Problem is, the major companies won't take risks because they know what sells – they know how to make money. And the small independent publishing houses can't afford to take risks. Perhaps when the PC is firmly established as a major alternative to high-power consoles we'll see a more imaginative market take shape. Original software is out there, oh Shady One, it's just not so prolific compared to the 80s.*



The Last Ninja from System 3. Maybe one day all games will be like this...

TRUTH OR DARE?

Dear CVG,

We are writing to express our disgust about the so-called wonder machine, the Nintendo 64. There are a few discoveries that we would like to share with you. We first thought that the 'technology' used in the N64 was the same as that which was used in the now defunct Commodore 64 but upon close inspection we have come to the conclusion that it is actually a re-modelled Atari Jaguar. The reasons for this are listed below:

1. Both machines are the same colour, a dreary battleship grey, which has no life to it at all.
2. They are both of the cartridge format and both have the same size cartridges which fit exactly in the same place on each machine.
3. The 'innovative' joypad design of both the N64 and Jaguar both prove pointless and completely unusable. Also, both pads have a ridiculous amount of buttons which are only practical if you are an octopus.
4. The quality of the first batch of 'state of the art' releases are very similar – ie naff. We'll explain:

a) *Mario 64* – Four colours (sun-set red, spinach green, tear-drop blue, beige). This game has no control, camera angles are useless, not finished, boring, frustrating and once completed you would never go back to.

b) *Pilot Wings 64* – Two colours (green and blue). This game is slow, boring, hard, no actual aim to the game what so ever. In fact the Super Nintendo version was better. And once completed, you would never go back to.

c) *Wayne Gretsky Hockey* – One colour (ice-berg white). In this game every character is made of two polygons, computer is too hard, need twenty-three fingers to control properly and once completed you would never go back to.

d) *Cruis'n USA* – Seven colours (al shades of red). It should have stayed in the USA. And once completed you will never go back to.

e) *Killer Instinct Off Yellow* – Lots of colours (no gameplay). Probably the most boring, hard to play, unrewarding piece of software to ever go on sale in any country. It would be more enjoyable to insert white hot fishing tackle into the end of your didgery doo. And once completed, you never go back to.

f) *Mario Kart 64* – Four colours (red, blue, yellow, green). The one game everyone has been waiting for over six years finally cam to light. The one-player mode is annoyingly hard, you can never gain a lead from any of the computer opponents. You can be in first position from beginning to end but on the finish line someone bushed you from behind and you end up in eight place. The graphics are technically good but look absolute garbage. Three and four player is like watching the Monaco GP from Brazil, the cars are that small. The music in *Manic Miner* on the Sinclair Spectrum was better than in this game and if we were asked to describe this game in ten words, we would say, naff, sh*t, garbage, annoying, meaningless, pathetically hard waste of time. And once completed, you would never go back to.

5. Both the N64 and the Jaguar are 64-bit. We presume as the bits get higher, the graphics get worse. The N64 obviously stands for the amount of colours the machines can display on screen at any one time.
6. The graphic styles of both machines are very similar.
7. Upon the release of the Jaguar the games were impossible to get hold of. The same is true of the N64 (though some would argue that the first releases on the Jag were actually worth waiting for).
8. Both machines opted for the cartridge format, both machines require extra storage devices in order to hold more information. As a result a machine costing £250, suddenly costs nearer £400.
9. The Atari Jaguar died a slow painful death due to naff games and a hyped up reputation that it could not aspire to. The N64 will soon follow suit.

Andrew Blumson and Peter Rollinson, London

I'M SO SMUG I SMUG MYSELF TO SLEEP

Dear CVG,

I present to you a humourous little poem for your delectation, to be sung to the tune of that famous Beatles recording When I'm Sixty-Four. I hope you enjoy.

When I get older, losing my hair many years from now,
Will I still be playing Zelda and Axelay?
Watching my SNES wasting away.
Reading how Bulky Drive's been released throughout US stores
Will I still be waiting for the official Nintendo 64!?

I must point out that this isn't an attack on Nintendo, in fact it is quite the opposite. I love and enjoy the way in which they treat the European market, and find it very humourous indeed when I hear THE Games and NMS telling the public to hang on for an official machine. Haven't the public cottoned on yet? The plain truth is Nintendo don't care too much for Blighty. We're just an afterthought.

Why is my tone, therefore, so smug I hear you ask? Well it's because I happened to purchase the best console ever some four months ago. FULL screen. FULL speed. But wait, you haven't heard the best bit. It cost me £230, and ironic £20 cheaper than the official machine. But wait, I hear you cry, what about the software? Surely that's where I come unstuck? Well it just just so happens that the games are the same price, you've just got to know where to shop.

But hey kids, don't listen to bad old me, hang on and wait for the official machine and Bulky Drive add-on. Sorry, must dash, got to get back to *Mario Kart 64* and try to beat that lap record.

John Robinson, London

CVG: *Nintendo do care a great deal about the UK – we just fit into a different part of their strategy for... for World Domination, or something. Don't know why everyone expects us to be shocked when they say they own an imported machine. If you have the right set up at home, can afford some occasional high prices and not cry about it later, good on you. Most people wait for the official stuff because it's less hassle, that's all there is to it.*

PC-ING ME OFF

Dear CVG,

I Know you're strictly a PC mag, but you're article on the PC in the February issue was a load of rubbish. You may think I'm being harsh but seriously you don't know what you're talking about.

I have been into PCs for about 7 years and happen to know a fair bit about them. Your Top Spec. system is a pile of poo. Why bother with a Pentium Pro 180, which only runs faster on 32-bit applications such as Windows NT, when you can buy a P166 or P200 for cheaper? This will give you much better speed in games and other non 32-bit programs. Also 16 megabytes of RAM just isn't enough to run Windows 95 and some of the recent games efficiently. With RAM prices constantly dropping you can pick up an extra 16 megabytes for about £50.

Also a 1.2 gigabyte hard drive isn't big enough for everything unless you want to spend your time deleting, or even the mistake of compressing it, to make room for other programs. 2 gigabytes or maybe even more is much more future proof.

Now onto the section on 3D accelerator cards. Although the 3DFX is probably the best card to buy at the moment, it could all change because of a rather good little card called the power VR. This is made by Video Logic and is quite a bit cheaper than the 3DFX. Although it won't accelerate DOS based programs, it does fully support Microsoft Direct 3D and its own Power SGL games, which is being supported by companies such as Capcom, Virgin, Psygnosis to name but a few. I'm not sure how you don't know about this card, especially with all the support it's getting.

I thank you for reading this letter and I hope it has told you a bit more about the world of PCs.

Allan Petty, Sheperton, Middlesex

RICH: *Ah, I see, little prick with a big attitude eh? Actually you kind of have a point in that the top spec machine is already out of date. A Pentium P200 with MMX is probably the better option now for games. As for your suggestion of more memory and bigger hard disks - well... we went for processing power over storage at that particular price-point. As I said in the feature, the whole beauty of the PC is its expandability. Why stop at 32 megs? Why not go for 64? Why not get TWO hard drives? Basically, you've got to draw the line somewhere. As for your PowerVR comments. Well, at the time the feature was written, 3DFX was the 3D card of choice, partly because PowerVR wasn't out. And even now 3DFX remains the most powerful card (Quake, F1 and Tomb Raider are unbelievable). Yes we've seen PowerVR, and it is "a rather good little card". But not as good as 3DFX. Still, VideoLogic are coming up with something new which may even surpass 3DFX... hope that's told you a bit more about the world of PCs. Now begone.*

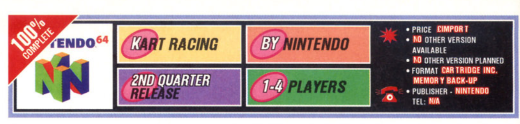




NBA
HANG TIME
BASED ON THE ARCADE HIT!
"Fast and Frantic. NBA Hang Time is a playable and addictive, two-on-two dunk fest. Excellent!"
NMS - 90%
"NBA Hang Time manages to sweep the floor with its 16bit opposition. A solid slam dunker!"
Mean Machines Sega - 85%
DO YA DUNK... PUNK?!
THE ARCADE'S HOTTEST BASKETBALL GAME
NOW AVAILABLE FOR SUPER NES AND MEGA DRIVE
★ All 29 NBA teams, with 5 man rosters
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★ Create your own custom players
★ Secret codes, hidden arenas and characters
T·HQ INTERNATIONAL
MIDWAY
OFFICIAL LICENSED NBA PRODUCT







Let's just say we half expected this to happen. *Mario Kart 64* in multi-player mode is pure joy. You've just got to check these slick features we discovered.

Another month, another *Mario Kart 64* feature. If you don't like it you can stick your controller where the sun don't shine, because this game demands further coverage! So the CPU AI is a joke, but we knew Nintendo wouldn't let us down in the multi-player area. We've discovered amazing shortcuts, skill item tactics, and an all-new speed-boost ability. These are secrets no longer! Besides, though our chums overseas are busy honing their karting skills, so far as the UK is concerned *Kart 64* is still Coming Soon (September, with a bit of luck).



AFTER YOU I INSIST

Here's news of a gameplay detail which could make all the difference in closely contested races, even against the CPU. Drivers may use the slipstream of the Kart in front to get a speed boost! The effect is equivalent to entering a Dash Zone, encountered prior to a jump. It's only temporary but pretty handy. Once you know what you're looking for, streaming increases the tactical possibilities of any race.



Tuck in close behind the Kart in front. It works even better if there are two.



The lack of wind resistance gives your kart a brief turn of speed. See ya later!!!

GIVE A LITTLE WHISTLE

Karts heading out of contro through over steering can be put back on line by some nifty accelerator work. Tapping the 'gas' button while the kart teeters on the edge of disaster is the key. By doing so your character may recover, giving a whistle of relief as they carry on racing. Moral: Stay in touch with your kart.



Heavier characters like Wario are prone to skidding out of control. But not this time (phew).

VERSUS TRICKS

When you're competing only against player-controlled drivers, the competition gets really personal. We've found that shortcuts really come to the fore, making all the difference between victory or defeat. As shortcuts in *Mario Kart 64* are so tricky – especially the Mario Circuit wall leap – versus races are real teeth clenching stuff. We're concentrating on the two-player situation this month, as a tactics exposé on four-player races would require at least a couple of extra pages!

When there is only two of you, the ghost icon becomes hot property. Same as in *Super Mario Kart*, the ghost allows you to steal your opponent's item – deadly annoying if the red shell is at stake.



Using the shortcuts, such as this one in Noko Noko Beach, isn't an option – it's a necessity! When you finally get to play *Mario Kart 64*, bear in mind that a true master knows all the alternative routes.



Bananas! They're truly annoying in *Super Mario Kart*, but the many jumps in *MK64* mean there's more chance of infuriating the heck out of your rival by planting 'nanas just before the ramp. Gnnh!







SPAGHETTI FUNCTIONS AND CHOCOLATE TIPS

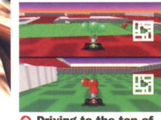
Through playing the game extensively and looking for every way possible to embarrass other drivers, we've sourced some really cool short-cuts. And on those circuits which don't appear to have any, we've begun to apply some CVG sly too. Here is a bunch of our favourites so far. Notice how Rainbow Road is not among them – if Bow Wow doesn't bite you there, the boredom surely will.



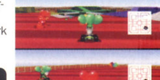
Rainbow Road is extremely dull. Or maybe we're missing the point at this stage...? Anyway, nothing exciting to tell about this place.

BATTLE STRATEGY

The introduction of 3D terrain, and revised handling of karts opens up some interesting new tactics. With obstacles towering high into the sky, as opposed to flat-as-a-pancake Mode 7 decor, it means drivers can hide behind corners. This places a lot of importance on the course map. Of course traditional skanks work as well as ever...



Driving to the top of the Double Decker stage allows drivers to peer down on their opponent – even launch a few shells!



An oldie, but goodie: Trap your rival in a corner with an invincibility star glowing about your kart, and you've got them in trouble for sure!



Let's pay chicken! Use a Rocket Boost at the start of a round and go straight for the other kart. The impact is enough to burst balloons.

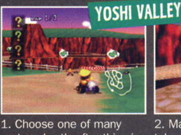
NOKO NOKO BEACH



1. It's usual to drive on the inside of this rock. Take the outside route however and the waves roll away to reveal a cool shortcut.

2. A ramp enables drivers to hop into a narrow cave. It emerges at the waterfall, cutting at least six seconds off the lap time!

YOSHI VALLEY

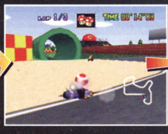


1. Choose one of many routes shortly after this circuit begins. It's likely that none are quicker than the others, just some are safer.

2. Make like Eddie Kid and take flight off the edge of the canyon. Chance losing a big corner, or else your kart!

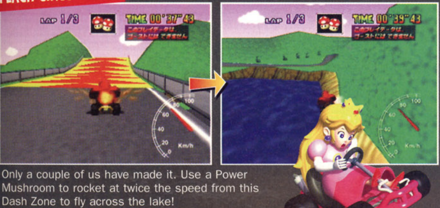
MARIO CIRCUIT

Surely too sneaky for Nintendo to have planned? Using a Power Mushroom here clears the wall, and subsequently half the circuit!



PEACH CIRCUIT



Only a couple of us have made it. Use a Power Mushroom to rocket at twice the speed from this Dash Zone to fly across the lake!

WATCH THIS RACE

What else is there to be discovered? Seems to us that *Mario Kart 64* gives as good as it gets, which is the making of a classic game. Then again we could be bored of it in a couple of weeks. Either way, expect another update soon. "See you next time!"





95% COMPLETE

NINTENDO64

FOOTBALL GAME	BY MAJOR A
MAY RELEASE	1-4 PLAYERS

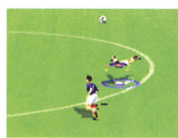
- SNES, MEGADRIVE, PS VARIATIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
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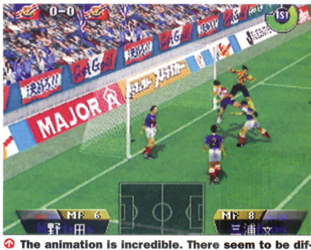
Last month we revealed the N64 sensation that is *J-League Perfect Striker*. This month we get behind the scenes info on the its UK conversion – into *International Superstar Soccer 64!*

INTERNATIONAL SUPERSTAR SOCCER 64

In Japan, Major A are considered possibly the best soccer game creators around! This is the team that put together Konami's original *International Superstar Soccer* for the Super Nintendo. And after three years of working solidly on football games, they reckon they know everything there is in making the very best soccer game. In fact, they're confident their long-standing expertise gives them a massive edge over the skill of any rival footy coding team that other games companies may choose to put together. Of course, we don't have to take their word for it, we can just look at their latest game to find out how good they are. And if *J-League Perfect Striker* – the Japanese version of the upcoming *International Superstar Soccer 64* – is anything to go by, they're every bit as talented as their word!







The animation is incredible. There seem to be different motion variation even for the same move!

3D STICK CONTROL!

With any Nintendo 64 game, the effect of the analogue stick is always a point of interest. Of course it's used here. In fact, Major A have stressed that concentrating the gameplay around the 3D stick was one of their two main priorities in creating *ISS64* (their second priority was perfecting the motion-capturing). The analogue stick singularly sets N64 *Superstar Soccer* apart from its 16-bit counterpart by offering an incredible degree of control. Players can increase speed steadily from jogging to running, and complete directional freedom allows you to perform realistic dodging, twisting and snaking about!

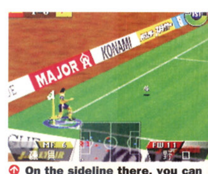




The analogue stick allows different running speeds. That guy in front isn't running hard enough!



360 degree directional control lets you dodge about easier. Pull the ball back and twist around!



On the sideline there, you can see the coding team name.





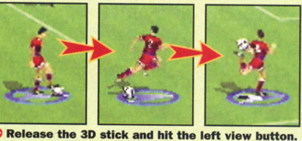
TONS OF MOVES!

The 3D stick is just a small part of *ISS64*'s expansive control system. The game also uses seven buttons to perform a vast amount of actions. Building on the impressive basic moves from original *ISS*, Major A have added a range of new ones based on real football tactics. Spectacular tricks can be performed, so much so that skilled players can use some fancy moves purely to fool around with the opposition. While it's all very flashy, Major A stress all the moves are designed to be realistic and practical. Don't expect any unbelievable miracle shots! What's more, you don't have to be a joy-pad daddio to stand a chance. The game has been designed such that beginners can start off using just two buttons with the 3D stick.



Hold down B and your player flips the ball up, juggling it with his knee, head and heel! Torment the opposition before headering the ball away!

When passing, hit the lower view button before the ball reaches the receiver, and he lets it pass under his foot. Excellent for bluffing the opposition.



Release the 3D stick and hit the left view button. Your player kicks the ball over his head with his heel. Ultimate coool!



C'mon man, the opposition are faltering. Humiliate them!



The computer-controlled opposition get ready to defend.

CAN I MOVE YET? PLEEASE, I'M GETTING PINS AND NEEDLES!

Looks like S-Pulse are about to defend themselves from an incoming corner kick.

SUPERSTAR SOCCER – THE NEXT GENERATION!

International Superstar Soccer on Super Nintendo was definitely one of, if not THE, best footy games of its day. In creating a significantly evolved Nintendo 64 sequel, Major A certainly had their job cut out for them. Keeping all the elements that made the original so playable was an obvious move. So much so in fact, that Major A started this project by building on the original game code. However, this is no flimsy rehash of an old game, every aspect of *ISS* has been vastly improved – from the graphics and animation, to the artificial intelligence and playability. With the team now working on the PAL conversion, UK Nintendo 64 owners aren't going to have to wait long for a red-hot soccer game. Scorchio!



ISS64 features an all-new penalty system, that actually relies of reflexes!



At any point you can replay the action. Zoom in, spin the view around too!



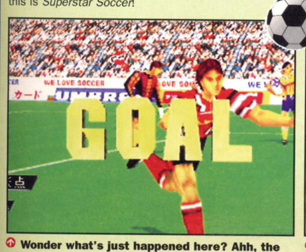
When taking corners you can hide the pointer, giving you the element of surprise.

THAT SUPERSTAR SENSATION!

With such a strong new graphical style, veteran *ISS* fans may worry that the distinctive charm of the old SNES games has gone. Never fear! Major A have maintained all the trademark *ISS* elements. There's the little Pacman-style bouncing heads indicating individual player health on the team line-up screen. When a player scores there's the same dramatic feel, as GOAL! explodes onto the screen and the team goes wild! Substitutes too, limber up on the sideline before coming on. Yep, this is *Superstar Soccer*!



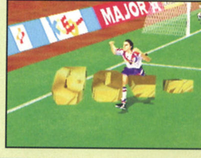




Wonder what's just happened here? Ahh, the triumph of scoring captured to a tee!

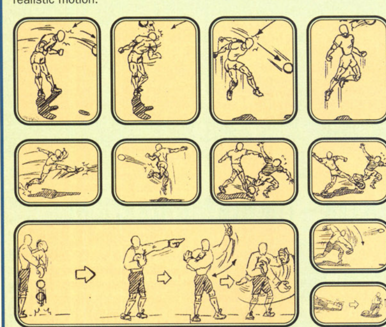


Many are the victory poses of the scoring strikers. This one's like a Take That dance routine.



ALMOST HUMAN!

In their quest to create the ultimate realistic soccer video game, Major A concentrated on the visuals every bit as much as the gameplay. And motion-capturing played a key part. Whereas most other areas of *ISS64* could build upon the Super NES game (for example, the AI or the moves), this was Major A's first polygon game. As such, they had to start from scratch with the motion-capture. To this end, the game's graphics director compiled an 80-page document filled with around 320 different player actions! Following this, a footballer was then recorded performing 270 of these moves, most of which made it into the final game. The result is a game with amazingly realistic motion.



Therse are just a few of the sketches Major A's graphics co-ordinator put together. There were 320 of these!

QUICK REACTION!

Many motion-captured soccer games suffer from delayed response when performing moves, as they switch from one motion stream to another. *J-League* impressively manages to counter this. Twisting the 3D stick around or pulling off an assortment of kicks, the effect is near enough immediate and visually blends smoothly into your last action.



The goalies are semi-automatic. You can take over control anytime.









Tackle him now! Before it's too late!

AN AUDIENCE WITH WITH MAJOR A!

ISS64 is one of Konami's most important games ever! And in a rare move for the company they gave Tom Guise the chance to interview Major A face to face at Konami's Osaka HQ!

CVG: Which game did you use as inspiration for *J-League 64*?
MAJOR A: The game we set as a rival was Sega's *Victory Goal*, which is *Worldwide Soccer*. Since we were doing 16-bit games before and Sega's game was one of the best titles for the 32-bit platform, we naturally looked at that as our competition.

CVG: What problems did you encounter doing *J-League*?
MAJOR A: Since a lot of soccer games were already in polygons, we were worried as it was our first time at creating a 64-bit soccer game. And since it was for the Nintendo 64, we really put emphasis on using the analogue stick.So that is one point – to make the playability with the stick as good as possible. Another point was, with soccer games you only control one player at a time, but we always had in mind how to control all eleven players, like passes, the movements, all the artificial intelligence also.



CVG: Did you get any help from the *J-League*?
MAJOR A: The J-League, Japan's football association, just gave the team some information about the players' faces – the pictures for graphic use. But in terms of data – like which player is faster, or which player is better – the team actually just saw videos or just saw the actual football matches and distinguished. So that was not a big help from J-League. They just gave us pictures of the players.

CVG: Who performed all the motion-captured moves? How long did it take?
MAJOR A: Using the motion-capture technology we recorded a little more than 300 actions. If you say patterns, it has more than 18,000 patterns. And the person who was motion-captured was a real football player. Not a professional, but a student in a university that belonged in a football team, who is trying to become a player in J-League.

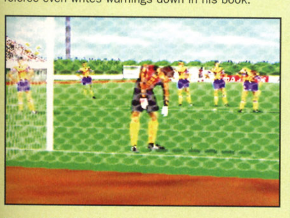
CVG: How does the Artificial Intelligence work in this game?
MAJOR A: In a normal soccer game they just sort of program any defenders, midfielders and forwards. But with this game we broke it up in parts. For instance for a defender, we broke it up so this defender is the one who always attacks from the sidelines. Or if you're talking about the midfielder, there'll be offensive type and defensive midfielder. If you gather all them up, not just defenders, midfielders and forwards, you get a more natural artificial intelligence as a whole team.

CVG: So in broad terms, would the program be telling a striker to be looking for an open position near the goal box, waiting for a cross to come over? Or waiting for a longball play from a midfielder? Or for example, would the program be telling a midfielder player to move forward with the strikers to back them up, or at the same time to be careful to give support to the defence if they need to fall back?
MAJOR A: Yes, basically you are correct. For instance for an offensive midfielder, when the ball is on the other side and when they are attacking, the offensive midfielder will sometimes even pass it forwards to achieve the goal. Sometimes the forward will go on the sidelines to wait for the ball, as a wing player. So we programmed the artificial intelligence like that.

CVG: How long was the development time for the AI? Does it take up a lot of the game's memory?

THOSE LITTLE TOUCHES!

Beyond merely motion-capturing player actions, Major A have added all kinds of decorative motions that increase *ISS64*'s sense of realism even more. The goalie waves at players to go further out, and walks dejectedly to the back of the net to collect the ball if his team is doing badly. Players gesture at linesman when they're called offside, and the referee even writes warnings down in his book.





SUPERSTAR SOUND!

The Japanese version of the game features a manical commentary by a famous J-League commentator. We can't understand what he's yammering on about (although a 'Lionel Ritchie 1-2' seems very popular). Nonetheless, we know all his phrases fit perfectly with the action, because the game utilises Konami's Response Sound System (RSS) – a special audio program that plays phrases from a massive selection stored in memory, to match events in the game. This Konami in-house technology wasn't actually designed by Major A, but is the soundwork of the Konami's baseball coding team. However, all Konami's teams share their programming tools with each other. Currently Konami are preparing the commentary for the UK version of *ISS64*. We're confident it should be excellent, as our very own Steve Merrett from PlayStation Plus is scripting it!



Expect plenty of witty quips in the UK commentary.





NEXT MONTH – SCORCHIO!

Konami are hoping to have UK *ISS64* ready to ship in May! With Soccer games proving so popular here, this could be one of the N64's make or break UK titles. Expect the review next issue!



From left to right: General Manager Katsuya Nagae, Chief Director Yasuo Okuda, the AI programmer Eiji Nakagawa and Graphics programmer Fumimasa Katakami.

MAJOR A: This Artificial Intelligence program was not of a very humungous memory size. It was a very neat program. And it took about two months, and this team from start to end took about a whole year.

CVG: Is the AI in this version a build upon the older Super Famicom version, or is it brand new?

MAJOR A: Yes, it's based from the SNES version. Except for this time we made more variations to the AI, with the same structure. We are the same team, so we had this flow from the 16-bit game.

CVG: We found the setting too easy when we first played the game. Was that there for the Japanese market?

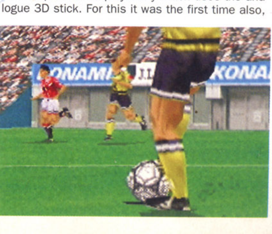
MAJOR A: Yes, the difficulty was adjusted for the Japanese market, because in most parts of Japan if a game is too difficult at the default settings, it is considered to be not a very good game and very hard to play. But the difficulty setting for the Japanese version was to make a lot of people play and to make them excited, even if it's not real to the gameplayers. So that's why we had it a little easy compared to most foreign games. But for the European version we'll make the difficulty much higher.

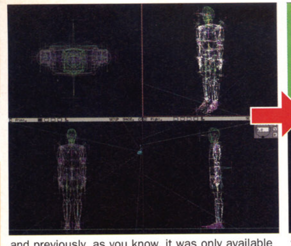
CVG: Did you find with the Nintendo 64 you could do a lot more with the artificial intelligence, beause the processing power is greater than the SNES?

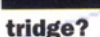
MAJOR A: For the speed, the games machine was a hundred times faster than the SNES! So for the artificial intelligence we were very excited to find that out, because we thought at first glance the intelligence of the computer would be like actual football! But the other side was that the display ability of the N64 was not as much as we expected it to be, so we had a little more difficulty on displaying, for instance, 22 characters. Displaying a lot of characters was kind of difficult.

CVG: What was your priority when designing the game. Was it speed, graphics, special moves?

MAJOR A: We put emphasise on two parts, and one is how the game would look. It was our first time doing motion-capture, and we used the motion-capturing technology so we thought it would make it as realistic as possible. And the second part is the playability which uses the analogue 3D stick. For this it was the first time also,







and previously, as you know, it was only available on the joypad which only gives you eight-directions. But this time, the stick gave us a possibility of more than 100 different ways. So based on that we put emphasise on making it play better using the 3D stick.

CVG: There are a lot of new moves in the game which we've not seen before in either any early *ISS* or any other football game. Like the move where you lift the foot to let the ball pass underneath. Where did you get the ideas from? Was it purely from real football, or was it something you wanted to see in football games?
MAJOR A: This is the picture diagram that when we first had a meeting, Mr Katakami drew up (see sketches on previous page). This is only a small part and he made a whole book full of it, to make the new moves for soccer. Basically the goal for the team was to make it real as it can be, so all the new moves were based on real football and we tried to make it realistic in relation to actual football. He made up many many movements and had meetings with the whole team, which consists of twelve members in total, and the team distinguished which movements should be added to the former SNES version of *ISS*. The basic moves were from *ISS* and the new moves from him were based on real football gameplay. So there are no miracle shots, or not-realistic plays. Our consideration was to make it as real to football as can be.

CVG: How many moves were originally designed, and how many managed to get in the game? Are they all practical for skilled play or are some just designed to humiliate the opponent?
MAJOR A: We did 80 pages of these movements which you see. 320 actions! The actual motion-capture was 270, but the actual program that went into the game was a little less than 270. Some moves humiliate the other player, but basically it was designed to really have a fantastic move, so if a really skilled player plays it, he could fool around with the opponent, but basically it was to make spectacular plays.

CVG: The stuff you didn't put in, was it because you didn't think it would be useful or because you were limited by space on the cartridge?
MAJOR A: Most actions were not used because on paper it was realistic movement and we did some motion-captures, for instance a lobona kick. This is your right foot, this is your left foot, you kick, crossing from behind. We thought that was of course a realistic play. But speaking in terms of gameplay, we considered whether it was really needed or not, and decided not to use it. We didn't really consider so much about the size of the ROM at first, but it ended up using a lot of the ROM. But still, that was after the program was finished, but we didn't really think about the ROM size when selecting the movements.

CVG: Looking back, is there anything you think you could have improved in the game?
MAJOR A: In terms of graphics, the frame between one motion and another motion, we did not consider as a very important part, because it would slow up the gameplay. We would like to improve that missing part, the link. For instance, from a player running, and he's gonna make a kick, that frame is missing. Next time, we would like to improve the animation, much smoother, along with the gameplay that doesn't make players frustrated.
On the AI, we would like to improve small bitty parts. But as of now, when a ball is on the right side, in real soccer players usually gather on the right side and there's an open space on the left. In real soccer someone kicks it to the left side, to the open space to make the attacking zone much broader. In this game, we considered that point and implemented it in the game, but would like to emphasis it more in the next one. Right now, some defenders don't really gather to the ball side. Some still just stay in total balance of the formation. The defender might stay on the left side even though the ball is on the right side. In real soccer, most people have a tendency to make the formation a little smaller and get an open space. Next time we would like to use the field more in wider attacking and defence.

CVG: What was it like programming for Nintendo 64 compared to Super Famicom. Were there a lot of tools provided?
MAJOR A: The 16-bit machine was programmed by Assembler, and the 64-bit was with the C language. It was much easier to gather information because the C language is much more widely used. And we have reference books, calculation libraries etc. Everything was first time for this team, 64 hardware was first time, using motion-capture was first time, making a 3D polygon game was first time. Really at the beginning we didn't know how to start to make the game. In terms of graphics, for 16-bit it was a 2D graphics. This time it was 3D graphics using motion captures. Previously for the 2D characters an actual R&D member had to write all the movements and animations by hand. But for this time, after capturing all the motions for making the 3D character, when they made just one character they could calculate and make them move. So it was much easier to make the animations and only one person did the animation this time. If it was a 2D character he wouldn't have accomplished it in just one year to write all the animations and patterns. But because it was 3D the animation was smooth just by calculation.

CVG: How does the UK game differ from the Japanese version?
MAJOR A: It won't use J-League teams of course, it'll use country teams. And we always will consider the speed. Being PAL as you know, it slows down. We'll make it the same speed as the *J-League* one. Speaking in terms of graphics – changing uniforms, also changing the background of the option edit screen, to make it more westernised, not cute, but more realistic. And of course, we will consider the players' skin and hair colour according to the country.

CVG: The stadiums, will they be based on European stadiums or will they just be made up ones?
MAJOR A: We won't use real stadiums. We'll make five types of stadiums, but it's always based on a real stadium.

CVG: Will the screen suffer from borders in the PAL version?
MAJOR A: We'll try to make it full size and not have borders top and bottom.

CVG: Are you surprised there's very few football games that can match the standards of *J-League*?
MAJOR A: Not surprised at all. We regard our game as the best and aimed to be the best soccer game. This team was created three years ago and we've been doing these soccer games more than three years. If another company makes up a new team and challenges us with a new soccer product, Mr Nagae says that it is hard to believe they could catch up all the hard years work that we have done in the past and make the infrastructure of this soccer game.

CVG: So, are this team in demand from other companies?
MAJOR A: Perhaps that's too personal (laughs).





KONAMI'S PLANS FOR FUTURE N64 TITLES!





International Superstar Soccer 64 may be Konami's first Nintendo 64 title, but Konami have always played in an important role in Nintendo's software line-up. While in Japan, Tom took the chance to speak to Mr Kuniaki Kinoshita, the president of Konami Computer Entertainment Osaka, where all their Nintendo games are developed.

How impressed were you by the N64 launch in Japan?
There are rumours that it is not selling very well in Japan, and it's doing extremely well in The States. Just about Japan, I'm not disappointed at all right now, because I knows there is potential in the near future. Especially when the actual customers' age is a little under the PlayStation or Saturn. So if the line-up is for those kids I believes the 64 will sell very well in the future.

Did the release of *J-League* affect hardware sales?
A lot of press and customers say 64 soccer is a great game, but in all honesty it wasn't enough to bring the hardware sales up.

Konami were important to the Super Famicom. How much priority will they give N64 in comparison to other consoles?
Konami will always develop software for the strongest format. As of now, what we're doing is developing for N64 and PlayStation equally, not considering so much for the Saturn at this point. Speaking for KCE Osaka only, 80% is for 64 products.

What games are currently in the pipeline?
80%, as we said before, will be for 64 products. Even though there's rumours of DD, as of now I only think about the ROM. I do not think the limitation of the ROM is a barrier to making good games. However, I can't make movie-style games that use a lot of memory. We will try and create games for kids as an entertainment toy.

So, with N64 will you concentrate on a younger age group and use PlayStation for your more mature titles?
Speaking of Konami as a whole, yes PlayStation software could be regarded as more for teenagers. But speaking of N64 games, I think it's for young kids, specifically 4th and 5th grades at elementary school (9-10 year olds)

Does that mean we won't see *Castlevania* and *Contra* on N64, as they are quite dark games?
We are planning to make many sequels that are hits from the past.

How much concentration do Konami give to territories outside Japan?
Basically, it is planned at the very first stage. For *ISS64* it was planned for worldwide release. Some titles like *Goeman* were only specifically for Japan. Some titles we haven't planned – the sequels you mentioned – we will consider as worldwide titles. We plan it from the beginning, but sometimes when there is a specific title only for Japan, like *Goeman*, and people overseas like it, we consider an overseas conversion.

How about a UK Goeman 64 then?
Since *Goeman* has a very big ROM size (96 meg) and there's lots of Japanese sounds and text inside, it is very hard to convert it. We don't have any plans to do so. If we decide that it will really sell, I will then consider it.

Do you have faith in Nintendo's decision to still use cartridges?
Without specifying my faith in Nintendo – that's another issue – ROM is very strong. I'm not certain about the Double D, because it's not been revealed yet. Some titles like our N64 *Soccer* need to be on a ROM because of the fast response of the sound and the voiceovers. So I think for now that ROM is a good media to work on.

Will we see any of the arcade games, like *GTI Club*, on the N64?
I don't know if there will be a conversion of a coin-op, but I would like to have a racing game for the N64. *GTI* is not like *Formula One* or *Indy Car Racing*. It's more fun to play with people. I think fun racing games like *GTI* are suitable for the 64 platform.

Would you consider doing a four-player split-screen mode like *Super Mario Kart*?
I don't actually know if the split-screen is good or not, but I don't think it's realistic to use four monitors together. So some way we have to make the split. Maybe the maximum will be two-players, but we're not into that yet.

Would Konami consider doing a classic collection like Namco did?
Nothing like that is planned. Because it could have a bad reputation, a danger of people saying Konami doesn't have any new games, they have to go back and use their old files. I 'm worried about that, so I don't have any plans.

Is it true Nintendo have a policy about only new games on Nintendo 64?
Yes, that's right.

What's your personal opinion of the N64? Do you play the games?
I thought that other titles – including this soccer – other than *Mario 64*, were not using the 64 technology, especially the 3D stick. It could have been done on other platforms. But *Mario 64*, I was amazed by it, and inspired by it. For the other games, I have a question mark. But that could be the reason Nintendo 64 isn't doing so well in Japan at the moment. *Mario 64* is the only title I looking up at. *Goeman*, which we are developing at the moment, is completely trying to compete with *Mario 64*.

Are you planning *Track and Field* for the N64?
I'd like to do that. If I did a sequel I would tie it in with a big event. So I'm maybe considering it for the next Olympics.

If doing *Track and Field* for N64, would you use the analogue stick, perhaps waggling it left and right?
I don't have any plans specifically, but it would be interesting to use the analogue stick, perhaps for the discus throw. I would like to make use of it, 100%.

How do you see games changing in the future?
Maybe there won't be any new genres appearing in the next three years. Competition will heat up in how 'cool' a game will look. But I don't consider that to be my key goal. I don't believe in spending one or two million or 2-3 years developing one game. A game should be fun to play and simple. KCEO has a line-up of *Goeman*, *Soccer* series and *Baseball* series, maybe I will think of expanding that. I would like to make a new character other than Goeman in our line-up. Just thinking about three years ahead, I imagine Sony, Sega and Nintendo may have new hardware and I'll be in a position to decide which hardware to develop for.
There's also the potential of linked games, multi-player games that are linked by the internet. Playing with someone you don't know, like in *Doom*, that is very interesting and I should consider that play style in the near future.

Konami's games have always been strongly character led. Up to now a lot of polygon games haven't had the same character feel. Do you think this is sad, or do you think polygons will be able to reach the same level?
I find it a little upsetting, the movement from 2D to 3D polygons. I believe if the game looks good it doesn't matter if it's 3D or 2D. Looking at *Geoman*, which is 3D now, I'm a little sad, because the heartwarming touch of *Goeman* has slipped away a little. I believe this 3D polygon movement is just a phenomenon and it might go away. That doesn't mean 3D polygon will disappear, but everyone uses polygons these days and that kind of phenomenon will cool down.

Do Konami have an influence with companies when they develop their hardware?
Disregarding the SNES, Konami gave influence to Nintendo for the NES machine's disc system and for the Nintendo 64. I believe Nintendo were somewhat relying on Konami's products.

What would you like to see from the 64DD?
Concerning hard specs, I don't expect anything. I would like Nintendo to set a decent price for users. Double D is more than just a memory expansion. I think of its other abilities. Being rewriteable, it's interactive for consumers, giving feedback. Two-way games are possible now. DD could give a new experience. However, I don't think it will succeed if developers just make big gorgeous games on it.

Will you make a DD *Suikoden*?
Specifically *Suikoden*, I can't say. But an RPG using DD, yes.

Hiroshi Yamauchi said he thought few games would be made that would match *Mario 64*. Can Konami make a game of its magnitude?
If I didn't have that confidence, I wouldn't be sitting here. I remember Shigeru Miyamoto saying that. Many developers want to see him eat his words. And many of them are trying to beat him. Yes, we can make a game that brilliant.







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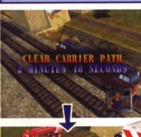
Hop into a bulldozer, and drive around smashing up buildings! If that doesn't sound like a recipe for success to you, nothing will!



Original ideas for games. You don't get many of them these days. Endless amounts of beat 'em ups, racing sims and *Doom* clones swamp our offices every week. But at the end of the day, it's the novel titles which sell the most copies. *Resident Evil, NiGHTS, Mario 64*... three of the greatest games ever, and all original ideas. Which is where *Blast Corps* fits in. It's the second N64 game from Rare after *Killer Instinct*, but this looks like being the most impressive of the two: A malfunction on a truck carrying a nuclear reactor means it can only travel in a straight line. If it touches any solid object, it will blow up destroying everything in sight! Your task is to demolish the buildings in the juggernaut's path to usher it to safety. See, an original idea!

TAKE THE LIFT MATE!

By the time you reach the 'Beeton Track' stage, things are getting a tad difficult. Firstly you have to drive the train carrying the TNT to the end of the line. Then you have to jump out of the cab, run over the bridge and hop into the bulldozer. This then has to be driven onto the crane, before you run up to the control tower, and lift the 'dozer over to the other side of the track. THEN you have to climb out and get back into the bulldozer, before pushing the TNT into the building that blocks your path. Blimey!









Pressing Z allows you to switch between cars.



SUITS YOU SIR!

Not only are there cars to drive about in, there's various metal suits to clamber into which do just as much damage. The first is one of two cyclone suits. You jump into a Guyver-style robot which destroys buildings by diving on top of them. The second suit is similar to the Cyclone, but we don't know the name for it. It does however roll along the floor until it comes into contact with a building, whereupon it executes a Dragon Punch, and destroys the structure. Another alternative is the Jet Pack. With this you destroy buildings by flying high above them, and somersaulting feet first down, crushing everything in it's way.



You can rotate the view in a similar fashion to Mario, if the buildings are obscuring your view.

The big buildings give you more cash. You need to destroy everything to get part of a perfect score.

IT'S EASY AS JCB!

The bulldozer is the standard truck for the start of the game, but more and more vehicles become available to you as you progress, with a total of 18 selectable at the end. When you progress to the time attack stages of the game, you get to choose between all of the cars you've collected so far, as some are able to clear the path better than others.

BULLDOZER



This can destroy most buildings quite quickly.

DUMP TRUCK



Use this to skid into obstacles and crush them.

SALOON CAR



It's at its most useful on the time attack modes.

SPORTS CAR

Push the TNT crates to detonate them with this.

MOTORBIKE

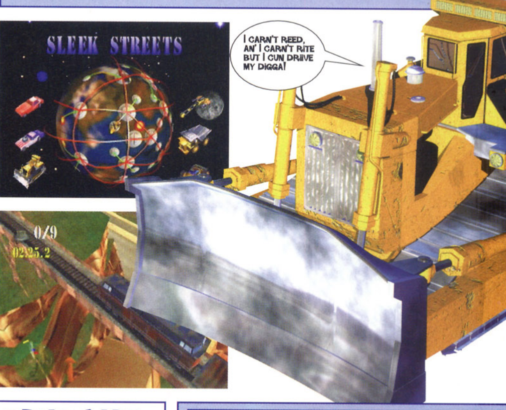


This uses missiles to blow up structures.

DUNE BUGGY

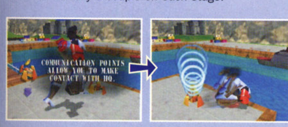


Use the Dune to go off road, and find hidden cars.



DISH OF THE DAY

Located within each of the levels are small satellite communicators. Whenever you touch one of these, a signal is released which opens up other parts of the map. Now, when you complete a stage, the map screen has a new branch to it. This is a training mission for a new vehicle or suit which, once finished, leads to even more new levels. Look out for these, as there are usually a couple on each stage.







FOLLOW THE RDU ROAD!

The beauty of *Blast Corps* is that there is so much within each level that, even when they are completed, the chances of you having found everything is remote. One sub task is lighting up all of the RDUs. These small lights switch on when you walk over them and serve much the same purpose as coins from *Mario* or the rings in *Sonic* – the more you collect the bigger the bonus. As well as the lights located in the open, others are situated under buildings, or around blind corners.







BE CAREFUL WITH THAT!

Some of the obstacles in Blast Corps are just too big for you to destroy on your own, so you need the help of other objects. Which is where the TNT crates come into their own. The black boxes which are often on the back of trains need to be shunted (preferably by the bulldozer) into the offending buildings to blow them up. The solution to tricky levels often lies with these boxes, so look to take advantage of them first. Also look out for the cubes with a missile icon on them when trundling around on the motorbike, as they give you more bullets.

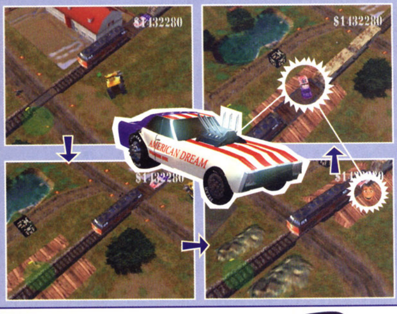






ALL ABOARD; THE NIGHT TRAIN!

Whereas most of the vehicles give you complete freedom of the stages, the trains and barges have to stay on the tracks or water. The trains are often carrying another car or a TNT crate, but the only way you can get to them is to manoeuvre the train next to a platform further along the track. As for the barges, they often provide a flat path to join up two sides of a canal, so yourself and the reactor can get across.





When you climb into this suit, all of the buildings are crumbled by a dragon punch style attack. You can even trample on smaller houses.



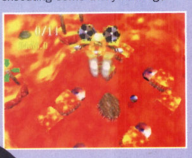
Using the 'dozer here would be pointless because it's too slow.



J-BOMB THE BASS

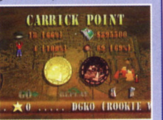
Once you've progressed into the latter stages of the game, a group of levels become available which are purely for use with the Jet Pack – the J-Bomb stages! If anything, they look like the jet pack stages from Pilot Wings and guess what?...they even play like them! On the Magma level for instance, you have to fly around the inside of a volcano, landing on some moving platforms in the bottom of the crater to destroy them. Smaller targets need to be settled on too, resulting in you executing some tricky landings.





GOING FOR GOLD!

There are two types of gold medal to aspire to in *Blast*. The first is awarded for simply clearing away all of the buildings, thus making the path for the reactor to travel through. The second is much trickier to obtain. Basically, you have to find everything within a particular level. This means destroying all the buildings, lighting all of the RDUs, rescuing any scientists and finding the communicators. Only then does the rest of the game open up. By saving the reactor on every level, you get the first set of hidden extras. Get the second gold for all of the stages, and... well let's just say you may well need your anti-gravity boots!





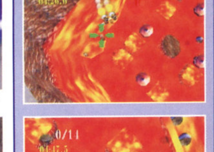


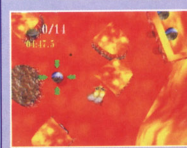
The helicopter winches you into each level, giving a quick bird's eye view of what is to come. There is also an overhead map to use.

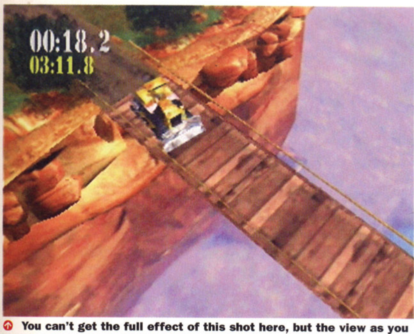


Your first step to outer space?









You can't get the full effect of this shot here, but the view as you trundle across the bridge is really cool. Just don't look down OK!

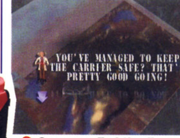
YOU CRAZY FOOL!

Fans of Saturday afternoon television in all its American cheesiness are gonna love this. Ladies and gentlemen, boys and girls, we give you... the A-Team van! Finding it is bloody difficult, but when you do all your Hannibal, Face, Murdoch and Mr T fantasies can be lived out once more.

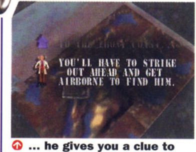
I AIN'T GETTING IN NO PLANE, SUCKER!

AHH PROFESSOR, YOU JOIN US FOR A DRINK?

To access some extra levels later in the game, as well as clearing paths, you need to find the six scientists tucked away in the levels. To reach them you often need to shoot parts of buildings or blow away walls. For instance, one level sees you having to destroy the side of a structure so that it makes a ramp to the roof, whereupon you need to destroy a couple of walls to gain access to the caravan containing the moustached genius.



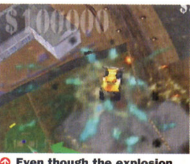
Once you find the first of the hidden Professors...



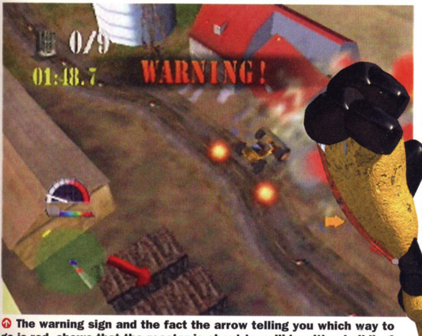
... he gives you a clue to the location of the next one.



As the Bulldozer reaps havoc, the driver must be pleased that it's flameproof!



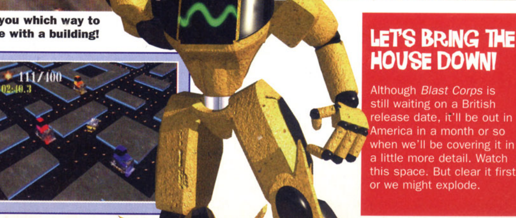
Even though the explosion wasn't as dramatic, look how much money he's just earned!



The warning sign and the fact the arrow telling you which way to go is red, shows that the reactor is about to collide with a building!

WAKKA WAKKA WAKKA

Just for a bit of novelty value, the programmers decided to add a level that looks suspiciously like Namco's *Pac-Man*. The idea is to simply drive a miniaturised version of the Dumper Truck around and light up all of the RDU's around the circuit. The other coloured dozers are the ghosts. Touch one and the level is over. Easy.



LET'S BRING THE HOUSE DOWN!

Although *Blast Corps* is still waiting on a British release date, it'll be out in America in a month or so when we'll be covering it in a little more detail. Watch this space. But clear it first or we might explode.







Much has been made of MMX and its potential. Ubi Soft's *POD* is nearing completion and it's the first compatible game for Intel's new age chip.

When *Quake* hit the Internet in Shareware form back in the Summer of last year, the Internet gaming rules were rewritten. The scope surfers had – and still do – to fiddle, change and tweak the engine by creating their own characters, weapons and even their own levels, means that the game has a virtually infinite lifespan. Now that Intel have jumped up a rung on the ladder of development with their Pentium MMX technology, the possibilities have become almost unthinkable. Ubi Soft have made sure they are first out of the blocks with a title for it. And the fruits of their labour are starting to bloom with a near finished version of *POD*.



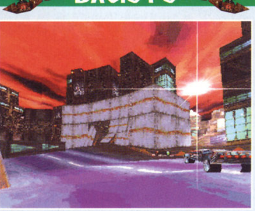




SEE THE DIFFERENCE IN JUST FIVE DAYS!

It's all very well us saying that this chip is better, or this one gives you improved frame rates and graphics, but unless you can see for yourself, it's useless. So cast your eyes over these pics, and make your own judgments.





Even on the standard PC version, lens flares and reflections are commonplace.





MMX

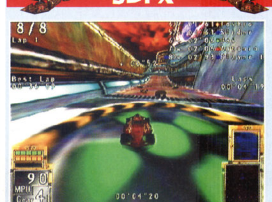


With the MMX chip installed, you can hear other cars approaching behind you.





3DFX



***POD* features an initial 16 tracks to race, and there are 8 cars to master too.**





THE MMX AND 3DFX FACTOR

So what benefits do the MMX and the 3DFX give to a game like *POD*? Basically, the 3DFX smooths out all of the textures and makes them look far more realistic – using similar techniques to those found in N64 games. In the version we saw, the underneath of the car was reflected onto the track, and walls enclosing the circuit displayed a realtime reflection of the vehicle. With the MMX inside your machine, the most obvious benefit is that Dolby Surround Sound is also possible, dramatically enhancing all the effects and music. Behind the scenes MMX sharpens the CPU artificial intelligence, making rival cars more of a threat.



It's not just flat, boring tracks!



Except this pic. It's... err, flat!

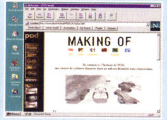





POD EVEN HAS ITS OWN WEBSITE!

Because of the scope of POD, Ubi Soft have set up their own website to keep gamers fully up to date with what is going on in POD world. For starters this site allows you to log on and compete against any number of people around the globe. If this isn't good enough, you're also able to partake in competitions and championships, see how good you really are with a worldwide ranking league, play against 'ghosts' of other racers and even customise your own car with a 3D studio. But that's not all. New tracks and cars can be downloaded too, constantly giving you more and more options to try out!







SHAREWARE VERSION ALSO AVAILABLE!

If you fancy having a peek at everything we've mentioned, and playing a shareware version completely free of charge, head for this web address: **www.ubisoft.fr/pod**




The damage meter on the right of the screen shows how healthy or battered your car is.

ALL GRIP AND NO BRAKES

With the chance to play against other people via the Internet, some of the other competitors would have an obvious advantage if they had beefed their cars up. So the game doesn't let you create just any kind of super car. Each vehicle has a set of five parameters: airfoil angles, steering, brake curve, skid control, and tyre alignment. These are all linked together as one complete unit. For instance, if you increase your grip, the other settings take a drop. As our picture shows, it's all very well having loads of grip (95 points), but when brakes are only 25 your control will be badly affected.





BRING A MATE, A CHUM, A FRIEND!

POD is also the first game to let you play split screen, modem and LAN (Local Area Network) simultaneously. This gives you the chance to play a six-player network game for instance, and have someone else from another building competing against you too!









BIENVENUE DU POD!

With the game almost complete, expect a full review of *POD* in the our next issue. It could be the turning point for PC owners everywhere...







- PC PREQUEL VERSIONS AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE - 1 CD
- RELEASED BY - GREMLIN TEL: 0114 275 3423

So you don't think Kenny Dalglish is doing a good job? Then do it yourself in *Premier Manager '97* from Gremlin!

PREMIER MANAGER '97



While you're sat in the all seater stadium watching your team take another beating, you suddenly become the greatest manager on the planet. You bark out orders to the players, tell the manager who to take off and bring on, then tell the opposition how bad they are. Yet you never get to test these full proof theories...that is until the birth of the football management game. Budding Graham Taylor's now have the chance to put their crazy tactics into practice, and sit back to wallow in the glory if it succeeds, or switch the machine off in a tantrum – with a few expletives – blaming everyone else but yourself if you get the old tin tack. The latest is *Player Manager '97* from Gremlin, the fourth game in the best selling *PM* series.



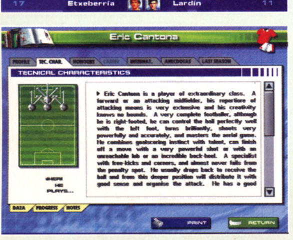




ONE FOR THE ANORAKS

A potential big selling point for this version of *Player Manager*, is the huge player database included. Every player from the teams in all four divisions of the English League, and all the other football associations around the world have their own photograph, stats for the current campaign, previous seasons and a complete background. This enables you to have a look at a players disciplinary record or previous injuries before buying them for example. That way you don't purchase some psycho-nutter with brittle bones for £10 million!





MATCH OF THE DAY OR FOOTBALL FOCUS?

Another unique feature to *Player Manager '97* is how you watch your particular team play a game. You have the choice of watching a Grandstand viddy-printer style result, where the score pops up immediately, a Football Focus style highlights selection of all the best bits from the game, or a full length Match of the Day contest where you even get to see the most boring nil-nil draws. The advantage of the longer matches, is that you can see exactly where the team is going wrong, then change it accordingly. Otherwise, you have to wade through all the stats to work out why you let in five goals against Brighton.





HOW MANY HAMBURGERS?

Exactly how much of a manager you want to become is entirely up to you in this game. You can stick with the basic day-to-day coaching of the team, right the way up to a full on chairman type guy, where you control how many burgers and pies you have in the shop and how many replica shirts to sell. The previous games were slightly criticised for not giving you this choice, so the programmers very kindly changed it.

YER NAMES NOT DOWN...

Although the version we saw was not yet complete, it still contained most of the player transfers from this season. Kluivert is at AC Milan, Bobby Robson is still boss at Barça (just) and John Hartson is at West Ham (when he's not suspended). And we've been assured that the teams will be constantly updated right up until the final week before release.



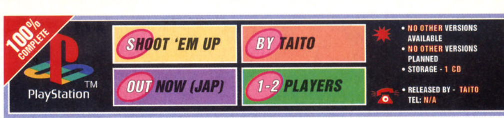
You can bid for any player.



NEXT MONTH
THE DREADED VOTE OF CONFIDENCE

Gremlin are aiming for an April release, so we'll see next month whether it's up for promotion or relegation to the third division.





Interstellar colonies battle for control of the space ways. Dare you join the fight in Taito's Raystorm.



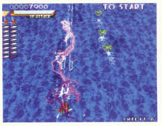
Taito appear to be on a slight return to form at the moment, with two great arcade conversions appearing this month (see Psychic Force page 68). So what if they're not state of the art, they both play really well. Raystorm is an attractive vertically-scrolling blaster set over eight action-packed levels, featuring imaginative use of polygon based enemies, and some very big bosses indeed. The game plays like a cross between Contra and Starblade, where the emphasis is on good, solid blasting fun. As the scrolling shoot 'em up scene has been getting rather stale of late, let's hope Raystorm freshens things up!

IT'S THE YEAR 2219 INNIT!

2219. Travels to the stars have been a reality for the past 100 years. Humans continued to move into space until Earth eventually controlled a Federation, consisting of 20 colonies stretching all the way to Orion. To maintain control all the colonies were put under strict marshal law. Mutiny followed. On the planet Secilia renegade colonies established a new Federation, fighting for freedom, they eventually defeated Earth. After transferring all of the planets occupants to the outer-colonies, the Federation announced that it would destroy Earth! The Balkar organisation had foreseen this, developing the R-GRAY. A craft based on technology salvaged from the Secilia star system. The R-GRAY is the only craft able to carry out the mission to defeat the Secilia Federation. Guess who has to pilot it? Welcome to Operation Raystorm.

FLY ME TO THE MOON









All the enemies and levels of Raystorm are polygon based, essential for creating the effect of depth that plays such an important part of the game. Enemies don't always attack at the same height, because of this your ship's lock-on lasers need to adjust to the enemies' height. This takes no more than a split-second, but because of this, the planning of who to target next becomes vital. As you would expect Stage One of this mission takes place on Earth, with levels in between taking you all the way to the final showdown on Secilia.







An assortment of bosses found early in the game. Hannibal is a huge interstella destoyer. Pendragon a mobile fortress, and Vercingetorix a mean bomber, which needs hundreds of hits.

THE FASTEST BUCKET OF JUNK

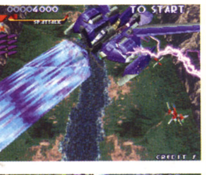
There are two different R-GRAY space craft to choose from, which are almost identical in appearance. Both feature an attack system, where enemies are 'locked-on' by the targeting system. Each can fire missiles plus a lock-on laser attack, the main difference being the weapons used by each ship, and the effect of power-ups. R-GRAY 1 is aimed at the beginner, with missiles firing wider, and the lock-on attack recharging faster. GRAY 2 is the advanced model, firing missiles in a single line very fast, its laser is more powerful, taking more time to recharge between shots.



Choose manual or auto lock-on firing.



R-GRAY 2 packs a powerful fast shot.





GRAY-1 can hit more enemies.

YOU DONT LOOK LIKE MR BIG

Every good shoot 'em up has bosses – big bad muthas who need some serious blasting, before going 'bye bye'. Raystorm has plenty, with some pretty unusual names too! Here's our rogue's gallery of the best we've encountered so far.

SET THE CONTROLS FOR THE HEART OF THE SUN!

We've received the finished Japanese version of Raystorm, which is such a spot-on conversion of the arcade game that you have to simulate inserting coins to play it! Hopefully an official release will arrive here shortly.





FIGHTING GAME | BY ATLUS | APRIL RELEASE | 1-2 PLAYERS

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE - 1 CD
- RELEASED BY - JVC TEL: 0171 240 3121

It might sound like some obscure Japanese RPG, but make no mistake, *Heaven's Gate* is a beat 'em up of hardcore proportions. Just look at the pictures, man!!



We first saw pictures of this beat 'em up when its Japanese developers, Atlus, revealed it at the PlayStation Expo back in November. Highly impressive it looked too, prompting us to want a first-hand look at the game. Then as if by magic, JVC turned up at our doorstep with the game in their hands, asking if we could play it and give them our opinion. Which we readily did and told them it was good! And that was the last we saw of *Heaven's Gate*... until now! You see, JVC have returned, telling us they are going to publish the game over here. Which gives us a chance to give you a first proper look at it!

STRANGELY FAMILIAR CONTROLS...

Heaven's Gate uses three attack buttons – guard, punch and kick. Fans of *Virtua Fighter* and *Fighting Vipers* may find this set-up somewhat familiar, seeing as it's exactly the same as AM2's fighting games. Moreover, the moves are structured identically too. There are plenty of PPK style combos, back/ forward/ punch body slams and multiple kicks. To throw, you hit guard and punch together, and you can drop-attack floored opponents by pushing up and punch. In fact, this is the closest you can get to *Virtua Fighter* on PlayStation...





THE POWER COSMIC!

Supermoves are becoming commonplace in fighting games, and *Heaven's Gate* has its own brand of them. Every connected hit charges up an energy bar. Once full, you can hit the left shoulder button to activate your fighter's Sol-Power. During this short glowing period, extra lethal moves can be performed. Learning these sure-killing techniques is sure to make the game more spectacular!



Two Nanases hit their Sol activators. Power Extreme!

WHO'STHERE?

There are eight selectable fighters, ranging from your standard hero (called Jin), sporty girls (Nanase and Verny), to your hulking beefcakes (a tattooed bald guy called A Hau, and a big gorilla!). Plus there's a weird spindly character called Dulffer. They're all really good characters, but best of all though is the final boss, a skull-faced demon known as... GEEZER!



This idiotic buffoon is A Hau. You should see his dance.



Dulffer clings to the ceiling when he wins. Could this be a move?

FOR BEGINNERS AND EXPERTS ALIKE!

Following in the footsteps of Namco and AM2, Atlus have included a Training Mode for practicing against dummy foes, complete with onscreen moves lists. Interestingly, these lists reveal the names (but not the actions) of secret moves! Other fighting modes include Survival – with only one energy bar for the whole game – and Ranking mode.





Training Mode is essential for learning top combos!







WALLS TOO!

In another tip of the hat to AM2, the arenas in *Heaven's Gate* are surrounded by walls. No ring outs possible! For the most part, these walls aren't visible structures like the fences and concrete slabs of *Fighting Vipers*. They're transparent forcefields that only splash into appearance when someone collides with them. The enclosures also have high ceilings, although we haven't found any moves that make use of them.



The surrounding forcefields ripple when a character hits them.



Slam a foe into the ceiling and they lose a bit more damage.

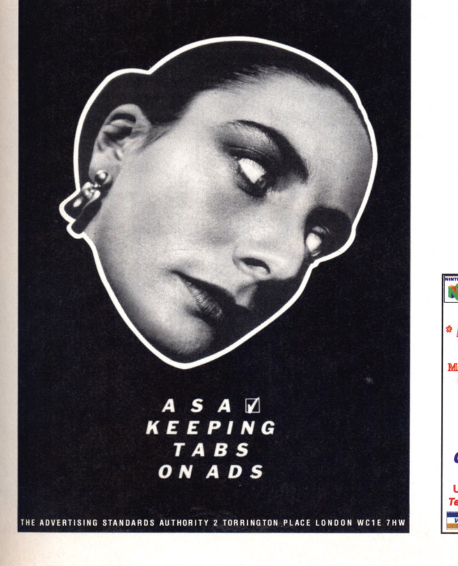
NEXT MONTH...
LIGHT AT THE END OF THE TUNNEL!

Our first taste of *Heaven's Gate* has left is impressed and we certainly want to see more of it. The import version is already out. So expect more coverage before the game's June UK release!


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RACING | BY TANTALUS | MARCH RELEASE | 1-2 PLAYERS

- ARCADE VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - SEGA TEL: 0181 996 4620

Daytona, Sega Rally, Daytona again. It's about time for another AM dept arcade racing conversion on Saturn. It's the one you've been waiting for... Manx TT!

MANX TT Super Bike

When AM3 decided to follow up their arcade-smash *Sega Rally*, with a motorcycle race game based around the Isle of Man TT, they created one of the most extravagant coin-ops ever. Aside from the awesome Model 2B graphics, the game features an epic cabinet constructed by AM4 (Sega R&D's machine designers). Sitting in front of a projection monitor, the main control mechanism is a near full-size replica of a superbike, which you steer without your feet touching the floor! Using an Active motion System (AMS) you can lean about with weightless ease! Adding to the realism, the machine also shudders over cobbled roads or during collisions. And as a final touch, there's a multi-speaker sound system, with the exhaust housing a separate unit specifically for the roaring spitting engine sound! An epic coin-op and a hard one to convert to Saturn. Surely?

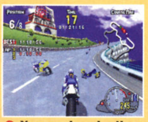






THE CONVERSION PROCESS!

The big question about Saturn *Manx TT*, has to be over how accurate an arcade conversion it is. With the game still under development, it'd be unfair to technically analyse the game too much. Although we can tell you that it doesn't use the Saturn's high-res mode, nor does it run at 60 frames as second. The Arcade Mode has near enough all the coin-op features – including the leaning bike-style select screens and the hidden sheep, accessed in the same way!



You can knock other riders off their bikes!



Most of the zebra crossings are missing!



Running at around 30 fps, the level detail is very impressive. Especially when racing through the towns.



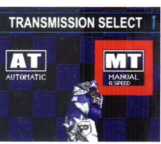


THE RACE PROPER!

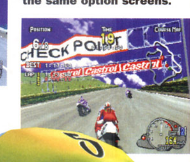
The basic *Manx TT* game takes place over two tracks. The first is a beginner's course called the Laxey Coast which, once mastered, can be driven around near enough at continuous top speed. The second track is a replica of the actual Isle of Man TT course layout. Overlapping parts of the first track, this one is much tougher, featuring twisting chicanes and massive humps, as you ride through villages and tree-lined country paths. As with an nearly all arcade racing games, the aim is firstly to reach to checkpoints to keep your timer going, and secondly to beat eight other riders to come first!

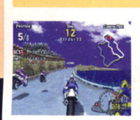


You can now select bikes with different attributes.



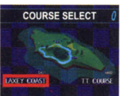
Arcade Mode gives you the same option screens.









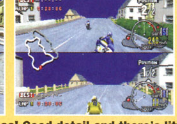




BICYCLE MADE FOR TWO!

Yep, *Manx* has a two-player split-screen option. From the version we've seen too (bearing in mind it still isn't finished), the scenery pop-up isn't that bad either. Some of the roadside detail is lost – there are less buildings, trees etc, but on the whole this mode is looking very promising.







Two-player action. Yeehaa! Good detail and there's little if any slowdown too!

ORIGINAL FEATURES

As you'd expect, there's a new Saturn-only mode designed to increase the game's longevity. The two standard courses are now accompanied by two new variations – reverse mirror set-ups of the Laxey and TT tracks. The aim now is to race through the four tracks in order, coming first in each. Beat all three and you get the 'superbike'. With this high-powered, super-handling machine you have to beat all-new superbike competitors on the tracks to win... that sheep again!





ACTIVE MOTION SIMULATION!

There have been doubts that *Manx TT* would play well without having a large bike to steer with. With the normal Saturn D-pad, we've yet to make up our minds about that. You see, we've been using the analogue controller. Leaning left and right precisely, this demonstrates how similar the handling is to the coin-op's, with the back-wheel even pushing out on tight corners. Of course, it does lose some of the coin-op effect without the feedback when hitting the kerbs.



THE TEAM BEHIND SATURN MANX!

For Saturn *Sega Rally*, AM3 employed the work of the Sega in-house CS team responsible for Mega Drive *Virtua Racing* and 32X *VR Deluxe*. With this team busy working on *Daytona USA: CCE*, the conversion duties for *Manx TT* were handed to a little-known Australian team called Tantalus. How well they were handling the conversion was unknown until recently, when top Sega Japan coders were drafted in to help with the process. Not long after, first pictures were revealed!





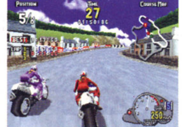


Hitting those cobbles slows you down.



See that church. It's all full-3D!

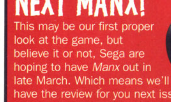






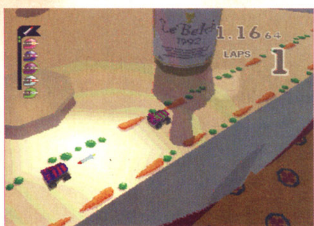
NEXT MANX!

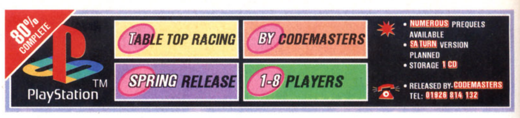
This may be our first proper look at the game, but believe it or not, Sega are hoping to have *Manx* out in late March. Which means we'll have the review for you next issue.











Those table-top racers are back – looking better than ever before! Look out 32-bit owners, micro mayhem is about to breakout!





The *Micro Machines* phenomenon continues. While SNES and Mega Drive owners have been sampling this series' delights for years, 32-bit players have been left out in the cold. All that's about to change, with the best *Micro Machines* game yet! Offering more than 40 courses, 32 different vehicles and loads of new features, plus the biggie – this time it's in 3D. *Micro Machines V3* is about to arrive in style. Let's roll out the red carpet, and welcome the new era!

ENTER THE THIRD DIMENSION

The big new feature of *MMV3* is that for the first time, *Micro Machines* is in 3D. The perspective has changed from the classic birds-eye view, and now the proceedings are seen from a virtual chase camera. Occasionally the view pans around the course and vehicles, which offers dramatic views of the events. All this is more than fancy trimmings on the cake, as the third dimension offers new tactics and opportunities.





ALL YOUR FAVOURITE DRIVERS

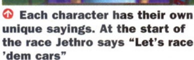
There are eight drivers you can choose to race as: Spider the Fonzalike who is too cool for words; Chen the Tom Guise-alike; Jade with her slightly punk green hairdo; Bonnie who squeals a lot; Dwayne the surfer dude with a face like Kirk Douglas; Jethro the reggae lovin' driver; Walter the large guy, and Cherry the sassy blonde. Each driver has been motion-captured, modelled and animated. For the first time, the characters have the ability to speak!











Each character has their own unique sayings. At the start of the race Jethro says "Let's race 'dem cars"

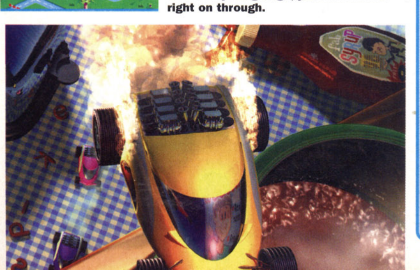


CHOOSE YOUR DESTINY

This is the first thing you see when starting the game – the options screen. "So what? It's just an option screen", you might say. True, but not many games have an options screen as wonderful as this. Guide your car through the different modes of play by entering garages, or passing checkpoints. As you pass through the gates you're selecting different options. The cutesy graphics include little people waving at your car, and a dog wagging his tail. Options screens don't get any better!



Moving the D-pad left and right opens the different garage doors. Once you've selected your garage, just accelerate right on through.

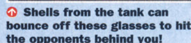


ONLY ONE PREVIOUS OWNER

MMV3 features 32 different types of vehicles to race in, each with different attributes. Every type of vehicle you can think of is included, from speedy F1 racers to equally fast ice cream vans! Some of your old favourites have even gone through a revamp – tanks can still fire at the opponents, but instead of a straight-ahead shot the shells are now lobbed. The shells can also bounce off objects scattered around the course. Like in previous incarnations, not all the vehicles are wheel based. Let's race 'dem hovercraft!



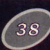




Shells from the tank can bounce off these glasses to hit the opponents behind you!



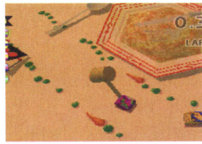
All the vehicles can jump. When racing speedboats, jumping makes them go faster.





INTRODUCING POWER UPS!

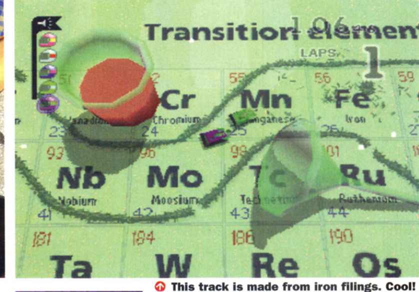
There are so many exciting new features in *MMV3*, but probably the most important is the introduction of weapons. Rather than detract from the pure playability of the series, the power-ups add greatly to the fun. They appear as packaged gift boxes which are littered around the course. Simply driving over a box adds the power-up to your vehicle. Force-fields, fireballs, a giant hammer, missiles and even a claw that grabs opponents are on offer. Learn their different strengths to finish first in the race.



The giant hammer flattens any opponent who dares to drive in front of you.



The claw grabs opponents in front of your car and tosses them behind you.



This track is made from iron filings. Cool!

GIMME BACK MY CAR!

There are 10 different events to play in *MMV3*, including the classic head-to-head and tournament races, plus time trial and chase events. The all new mode of play is the keepsies game. Here the race is played as a head-to-head challenge, with the twist that the victor gets to keep their opponent's car! You can collect prize cars by finishing the different tournament challenges. These cars can then be souped-up further by winning more events. Save your prize cars to a memory card and then race your friends – just don't cry when you lose your most valued car!



The radio's volume gets louder here.



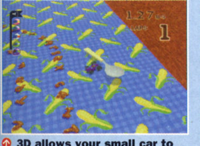






MANY MANY TABLES

The levels of *MMV3* are more creative than ever before. This is because of the extra dimension that 3D provides. Now you are able to see that some objects such as knives and forks are not entirely flat, and if your car is small enough it is able to drive beneath the arch in a fork. Wow! In the Formula X level of championship mode, half of the race takes place through a chemistry set. Each level has its own characteristics and novelty items to look out for. Croaking frogs, sleeping dogs and mobile phones all play a part in creating that *Micro Machines* magic.



3D allows your small car to squeeze under this spoon!



The chemistry set is part of the course!

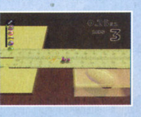




TABLE WAX AT THE READY

As you can see, we're very excited by this new *Micro Machines* installment. Even though the game still isn't finished, the vital playability is already in place. Hopefully those Codemasters boys will finally put the game to bed this month, so that we can review it in the next issue.















- SATURN & PC VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE - 1 CD
- RELEASED BY - BMG TEL: 0171 973 0011

Once a small, unknown programming team, Lobotomy have recently become thought of as Gods, all thanks to Saturn *Exhumed*.



E*xhumed* came as a big surprise on Saturn – fantastic graphics and a brilliant change from the usual *Doom* rip-offs we've been getting for years. In fact, if we were to review the game again, it would almost certainly get a High Five rating this time around, as the game improves immensely with more play. Finally, the PlayStation version is taking shape, with slight changes and some new graphical effects to improve the game. It's entirely possible that this could turn out to be the best 3D action game on the PlayStation.







MODERN ARCHITECTURE

Players of the Saturn version of *Exhumed* will be able to tell from the screenshots that some sections of the game are slightly different from their copy. A few levels have new sections to them, and other rooms have been redesigned so that they are almost unrecognisable. There are also some slight changes to the front end, with a different start and a new loading screen! Wow.



The outside of the Karnak Sanctuary looks totally different to the Saturn version.



The new loading screen gives you something to look at, other than just a red bar.





LIGHTS OUT!

The lighting effects in *Exhumed* are excellent, with coloured flares lighting up the walls whenever certain enemies launch attacks, and whenever big explosions go off. They're slightly different to those on the Saturn game, and are a bit more subtle.

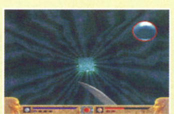






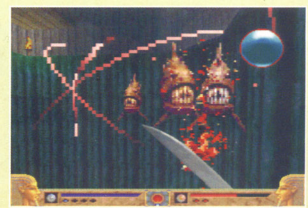
GO FOR A PADDLE

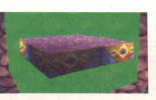
Exhumed lets players swim in some levels, unlike the other "*Doom* games" on consoles so far. In fact, it's got something over *Quake* in that players can see into the water before jumping in! You can also swim around and look out through the surface to see enemies around you, just like *Turok*.



The bubble in the corner shows the air in your magical mask running out.

When underwater, you can only use your sword to kill the piranhas!







IT'S REAL 3D!

The *Exhumed* game engine is very similar to the *Duke Nukem 3D*'s, with smooth 3D areas and sprite enemies to keep the speed up. Because everything is true 3D, you get buildings with one level above another (unlike *Doom*), and have the ability to look up and down. In fact, *Exhumed* gives players much more neck movement than most other 3D games, as it's possible to look straight up above!

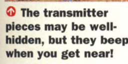




CONSTRUCT A RADIO!

As well as the six artifacts which improve your abilities – sandals to jump higher, mask to breathe underwater, etc – you also need to search around to find the hidden pieces of your radio transmitter and, if you're really up for a challenge, the team dolls! These are possibly the most hidden of all secret items in a video game ever, requiring a very keen eye, all the magical artifacts, excellent control over your character, and lots of patience!





The transmitter pieces may be well-hidden, but they beep when you get near!



You need to find all the pieces of the transmitter to finish the game properly.



Bonus power-ups like this one only come along occasionally, but are very welcome. They top up either your weapon or health bar at the bottom.



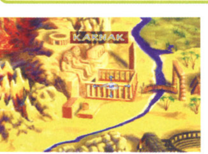


FIND THE MAGICAL SANDALS OF KUMPTET!

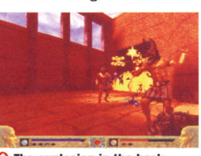
The thing that makes *Exhumed* play so differently from *Doom* is that it isn't just a basic load of levels to play through. You start off by talking to the Pharaoh Ramses, who tells you where you should travel next. You then move around on the map screen to whichever level you need, finding different exits to gain access to other sections of the game. Ramses is always available to give you assistance in finding the six magical artifacts spread around the levels.



Everything you collect during the game is added to this inventory screen.



Most levels have more than one exit, some of which can only be reached using hidden artifacts.



The explosion in the background was set off by shooting a collection of big skull pots.



Explosives are often set up by weak walls, letting you blow your way through to new sections. Just don't stand too close.



The end of each level is signified by a camel! Get on it to travel to the next level, or go off and look for another way out!

SUPER ARSENAL!

Exhumed has an excellent selection of weapons, starting with a sword and standard guns, and ranging through powerful Amun Bombs, eventually ending with some amazing ancient magical weapons and spells. It all sounds great, too!



Every enemy explodes in a shower of guts, no matter which weapon you use!

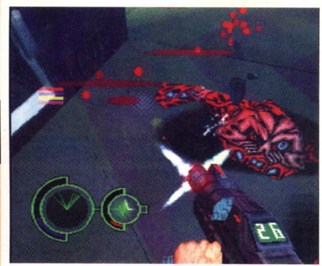


The Amun Bombs are perfect for finding secret passageways. Just throw a bomb at any textures which look out of place.

NEXT MONTH... RAMSES SAYS...

At the moment, this PAL version of *Exhumed* is a bit slower and jerkier than the Saturn PAL game was, but there may still be some optimising to do. Hopefully we'll have a review of the finished thing next month.





90% COMPLETE

PlayStation

CORRIDOR GAME | BY PSYGNOSIS | APRIL RELEASE | 1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - PSYGNOSIS TEL: 0151 282 3000

Leaving their racing loyalties behind for the moment, Psygnosis momentarily turn their attention to creating a worthy challenger to *Doom*.

TENKA

Trying to better one of the most famous games of all time isn't easy. Whenever something like *Tenka* comes along it is, rightly or wrongly, compared to id's classic. Psygnosis' attempt is the latest in a long line of such games, hoping to gain the same success. First impressions suggest that it looks like a cross between *Disruptor* and *Alien Trilogy*. The dark, dingy corridors of Trilogy mixed with graphical and gameplay feel of Interplay's title are what best sums this game up. But both of the latter titles fell short of matching *Doom* for gameplay, so it's here where Psygnosis are hoping they've got it right.



The alien bug thing hasn't seen you yet.



Destroying these generators is vital.



If any enemies get this close, panic!



I wonder what you have to put in here?





Shoot the light beams to make a path to the holo cube.



When the Predator type enemy crouches down, move pretty sharpish, because he fires a missile which takes off half your energy.

THINGS ARE LOOKING UP

Quake was the first corridor game to utilise this effect, and *Tenka* has followed suit by making the L shoulder buttons alter the view up and down. Whereas *Quake* was set through multi story levels, and you needed to be able to look over ledges, *Tenka* is set on one floor which only has small rises and dips. This only really proves useful when you have genetic mutations biting at your feet, and you need to be able to look down to see them though.



Looking down into the pit reveals enemies and bonuses...



...one of which is this little fella! One quick burst of fire...



...and the coast is clear. Collect the pickups as a reward.

I CAN SEE YOU!

As well as the Object Detection Light mentioned elsewhere on this page, there is a fair amount of other information displayed on screen. All of it is useful, which means you don't get any unwanted stats cluttering up the screen.

The target for locking onto opponents appears in two stages. It's completely green, when an enemy is in range and two red bars appear when locked on. The coloured strips on the left show which keys are currently in your possession.

Your gun not only shows the current number of bullets, but the flashing lights indicate the number of clips left before you run out. When you pick up an add-on or attachment for the gun, a small bit clips onto the side. The double shot is equipped at the moment.

The blue bar indicates the amount of shield energy you have. Once that is down, you can only take a couple more hits before you die. Your Radar is in the centre of this circle which is detects any enemies or objects that are in your immediate vicinity.

The second circle shows your health (the red bar) and your heartbeat. When the pulse in the centre flashes quickly, it means Tenka is out of breath, so running isn't as effective. The Object Detection Light is also shown in this circle.

WARNING! MUST EVACUATE!

Once all of the desired tasks have been completed for a stage – all of the keys found, or all enemies killed – then the EVAC message flashes on screen which is your key to get the hell out! The door which leads to the end of the level is now open but that doesn't necessarily mean you've done it. There may be four or five more rooms after that, so don't rest yet!

By shooting the legs of the aliens, they cannot move anywhere, and run round in circles!

Believe it or not, this thing has its back to you, so cap it...NOW!

GUNNING FOR GLORY

In keeping with traditional corridor games, you only start with a small single shot gun, but the further you progress, the more lavish the weaponry becomes. To keep a tab on what you're carrying, simply hold R1 and the inventory appears at the top of the screen. It shows all guns and grenades, but also items – like holo cubes – that you can utilise.



GET ON YOUR KNEES AND BEG!

Your character isn't only restricted to running about shooting enemies. Certain sections of the game require you to crawl through ventilation shafts in order to reach valuable items. Finding these passageways isn't always easy though as they are covered by grates which need to be shot away. When you do locate one, hitting the circle button causes Tenka to lay down, ready to squeeze through. Speed is severely hampered in this position however, meaning it's a good idea to kill all enemies close by beforehand.



Killing certain enemies will unveil items. This guy left behind the red key, which will come in rather handy!

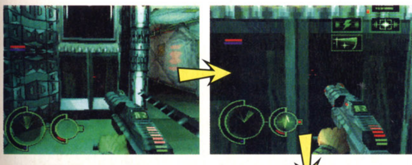


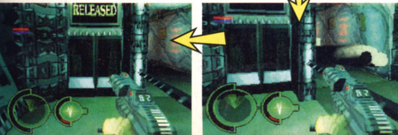
The green box around this monster means he's targeted. Get two red bars as well, and he's locked on.

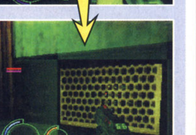
THE LITTLE RED DOT

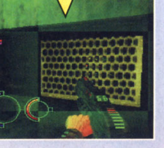
Get past the first couple of levels and the game sets you more tasks to complete than previously. So collecting keys isn't the only thing to do here. Level four sees you having to locate holo cubes and return them to the computer panels that have been sabotaged. But how do you know where to put them? Well, a small red dot to the right of your pulse rate indicator begins to flash when you're holding an item and it needs to be positioned in a certain area. And this dot is called the ODL, or the Object Detection Light.











NEXT MONTH
TENKA YOU VERY MUCH!

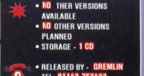
If you fancy seeing if *Tenka* can equal or even better *Doom*, buy CVG next month for a full review. If you don't, buy the mag anyway, but skip those pages when you get it!











Fed up with life on this planet? Well, come with us to the new off-world colonies. Get the chance to live again in the anarchic wild west of a developing planet. Play *Hardwar*!

HARDWAR

the future is greedy

The best games are always the ones that give us the chance to immerse ourselves in a desirable environment that in reality we'd never be able to touch. *NiGHTS* gives you the chance to fly, *Mario 64* is like a fantastical world in your telly, *Quake* gives you the chance to blow up your mates without injury or a prison sentence. And *Zool* lets you play as an ninja ant in a Chupa Chups world. Veteran gamers will remember *Elite*, the old computer game that let you fly around a massive galaxy, trading, pirating or bounty hunting to earn your keep. It was like being the owner of the Millennium Falcon and was brilliant. There's been nothing to match it since (the sequel, *Frontier*, was too fiddly and buggy). *Hardwar* from Gremlin however, looks like it may come close. The concept? *Elite* on a chaotic planet... with much more besides!









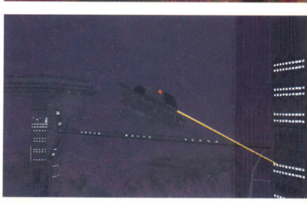
ENTER...THE BADLANDS!

The game is set on an alien world, in the City of Misplaced Optimism. All sounds a bit dismal, and indeed it is. As a citizen of this planet you have to make a living any way you can. And that's where the *Elite* similarities come in. You start with a basic ship to traverse the landscape. How you use this craft to make your money is entirely up to you. You can trade, pirate or assassinate others. Whatever career you choose, there's always trouble as everyone else on the planet seeks to make money too.

All the ships desperately need solar-power.

Look out for the beams of vital Light Wells.







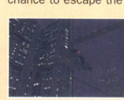


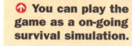


A selection of pictures giving you a feel of the game, from the gloomy atmosphere to the towering city.

FREE TO DO WHAT YOU WANT!

If you want, you can go about your business (whatever it is), making money and building up your ship. There are loads of add-ons to buy – extra weapons, scanners, shields – and five types of ship to save up for. Earning all these is enough of a game in itself. But if you want, there's a plot too. This takes place through 40 different missions. What order they come in is random, but do them all and you discover the final goal – the secret of interplanetary travel. Your chance to escape the gloomy planet.





You can play the game as a on-going survival simulation.



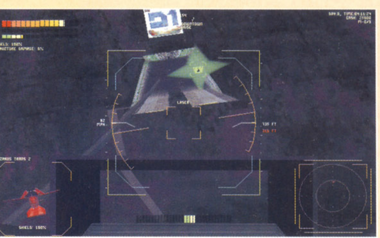
Or work your way through missions to reach the final goal.



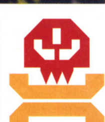


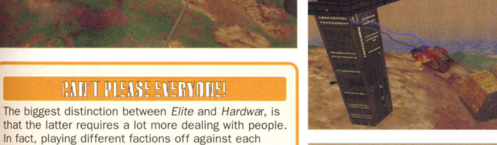
THE JOB CENTRE

The missions take the form of jobs, from simple salvage operations (for little pay) to more criminal activities (big moolah). These are offered to you through video segments which are strongly stylised, similar in fashion to Blade Runner. You get to meet all kinds of dodgy characters – mutated fallout victims through to gorgeous ladies. According to Gremlin, one particular actress had to have her 'shiny' skintight suit buffed before each shoot!



We wanted to show you some of the characters, but those bits aren't in the game yet. So here's a docking picture.





CAN'T PLEASE EVERYONE!

The biggest distinction between *Elite* and *Hardwar*, is that the latter requires a lot more dealing with people. In fact, playing different factions off against each other is a primary part of the game. There are three different 'groups' in *Hardwar* – the police and two gangs. Using a system called Favour Banks, you have to wheel and deal with the different groups. Say one gang asks you to assassinate a member of another gang – accepting the mission gains you 'favour points' with one group, but you lose points from your account with the other. And should you ask that now-unfriendly gang for help, they'll tell you where to go! Likewise, if you commit a crime and get caught, the police threaten to prosecute you unless you pay a bribe.



Oooh, it looks like his letting of a little shot there. Obviously some kind of fracas.



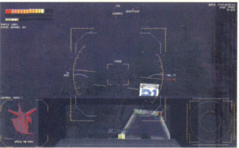


YOU ARE NOT ALONE!

Essential in any new PC release is a networking feature. *Hardwar* lets up to 16-players enter a realtime universe, battling against each other. Gremlin assure us that up to ten ships can appear on screen at any one time without any slowdown. A good thing too since, although the screenshots don't show it, the city is teeming with other craft.Expect plenty of multiplayer dogfights!

COOL WORDS AND PICTURES!

Following the success of *WipEout*, Gremlin have also employed the Designers Republic to do the artwork and in-game logos for them. Also, a contract is about to be signed with Warp records. LFO are said to be doing a new track specially for the game, as well as sound effects. Ten other tracks from the likes of Autechre and Black Dog are also set to be included. What's more, while playing you can tune into an in-game radio station called Hardwarp, which plays these tunes inbetween giving hints and tips for missions!



No Designers Republic logos on the in-game screens. Not yet anyway!



It's clear the city has been heavily based on the architecture of Blade Runner. Look at that!

NEXT MONTH... TIME TO GET HARD!

Hardwar has been a long time in development, but its clearly got a lot to offer. Excellent graphics, cool presentation, wicked tunes, and most of all, in-depth gameplay mean we could potentially be looking at one of this year's gaming highlights!










SHOOT 'EM UP | BY NMS | APR RELEASE | 1-2 PLAYERS

- FC VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - SEGA TEL: 0181 996 4620

Lovers of wanton destruction rejoice! Rain chaos against the abundant mobile armies, where one tank can make all the difference. Your Saturn's about to explode from the barrage. Cry havoc, and let slip the dogs of war!

MASS DESTRUCTION

Oh come all ye faithful, joyful and DESTRUCTIVE! Welcome to The Mass of Devastation! Where you, yes YOU – are the proud owner of a spanking new tank. Your mission should you choose to accept it, is to infiltrate the world's top military hot-spots. Stop the wars, terrorists, local PTA. Right the wrongs, make the difference. If it all sounds like a cross between *Return Fire* and EA's *Strike* series – you'd be right, but there's more. You're like a soldier of fortune, and not content with sticking to the original missions, there's more fun to be had – namely destroying everything in sight! Buildings crumble, forests are engulfed in flames and villages are pillaged. Sounds charming doesn't it? Remember – this isn't called *Mass Destruction* for nothing!

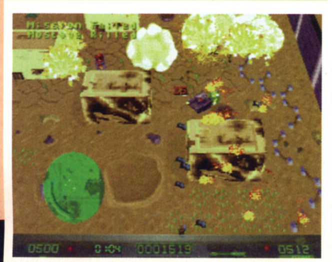
TANX IT

If you're going to get serious about this job, you'll be needing an instrument to aid you in the destruction. Bring on the tanks. Not one – but three. Which will you choose? All look remarkably similar. The only difference being a matter of an important equation. Should you have more speed, or better armour. Obviously the faster your tank the weaker the armour, and vice-versa. At this stage of development, all three tanks are already pretty quick. With no obvious benefits apparent. Come the genuine article, this selection could be the most important decision of your game.





A choice of three tanks; slow, medium or fast. Poor, average or good armour. Choose one NOW!

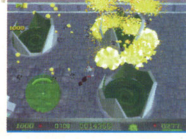












BRING 'EM ALL ON

The main objective of each level is to destroy the enemy forces. Each stage contains several main missions, as well as hidden bonus targets. What is not totally apparent to begin with is the scoring system. Later you learn there are massive points to be scored for completing the tasks in differing order. Plus the variety of ways to destroy the enemy also affects the points. Fast completion of certain tasks adds extra bonus points. Essentially *Mass Destruction* is a score attack game! This increases the strategy level immensely, as well as adding to the longevity.

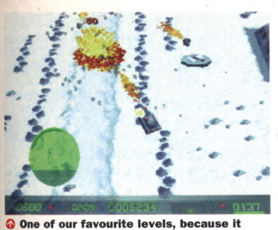


Enemy ground units will recruit civilians to their cause, if you don't stop them first.



Destroying all the buildings on the level is not just fun, it's essential to pumping up that score!





One of our favourite levels, because it really shows off the fiery explosions!

Save the clock tower? NO WAY!



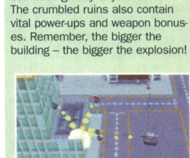




That's one big radar. Shouldn't be a problem hitting it then!

DESTROYING BUILDINGS

What you really want to know about is destroying the buildings, right? By far the most appealing part of the game. Rather than a novelty, making rubble is an integral part of the game. As mentioned before, successful demolition adds greatly to your score. The crumbled ruins also contain vital power-ups and weapon bonuses. Remember, the bigger the building – the bigger the explosion!









CVG bids farewell to Priory Court. Sniff....

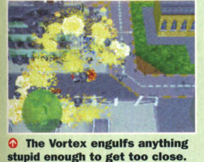
WANT SOME OF THIS?!!

When it comes to weapons, you're like a mobile munitions factory, decked out in all manor of goodies. Be careful with the consumption of these arms, as they are by no means infinite. Of course more stocks can be located, hidden around the levels. Rather than just stick to standard shells – which you would normally associate with tanks, there's a variety of weapons to play with. At the top of the most-useful list has to be the heat-seeking missiles, big, powerful and very useful for getting rid of the larger opponents quickly. Mortars are effective when fired into enclosed spaces. Fire them over fortress walls to cause real damage! The Vortex is a powerful explosion, with your tank at the epicentre of the hurricane, engulfing everything in the near vicinity. Winning the award for most gratuitous, is the flame-thrower. Use it against the ground-troops. You'll never look at a barbecue in quite the same way!

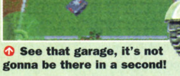
Wow. Look at the flames reflected in the river. Neato!



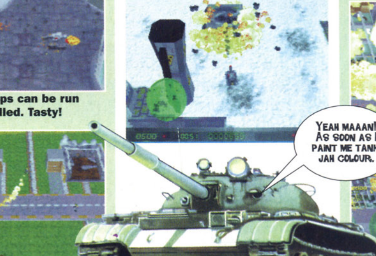
Ground troops can be run over or chargrilled. Tasty!



The Vortex engulfs anything stupid enough to get too close.



See that garage, it's not gonna be there in a second!



I HATE THOSE GUYS!

Enemy units are much as you'd expect. Ground troops, tanks, jeeps, helicopters and gun emplacements. All have different armour ratings and behave in different ways. All mobile units contain troops. When the vehicle is destroyed, the enemy crawl out. Sometimes amidst the explosions, these stray troopers can cause some problems. The AI for your foe is quite high, standard foot soldiers search for abandoned vehicles, becoming a bigger threat. Also you can be attacked in flanks and waves rather than by single opponents.



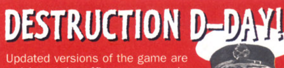
It's a good idea to destroy the helicopters before they take off.











DESTRUCTION D-DAY!

Updated versions of the game are arriving at the offices every week. Still not revealed yet is whether the game will include a vital two player mode. All we can do is keep our fingers crossed until next issue, when hopefully we'll have the finished game for review.





CHECKPOINT

The month's events and software releases at a glance. **March - April**

Time extension! You've reached Checkpoint, CVG's one-stop guide to all that's happening in the video gaming world this month! Memorise everything here and become extremely popular!

Take a look at the release schedule this month and you'll see a lot of red bars. As you've no doubt noticed, the Nintendo 64 has just come out, and on top of that, some of the biggest games on the other machines are due for release in the next month – AM2's fantastic *Fighters Megamix* on Saturn, Namco's *Soul Blade* on PlayStation, and the weird *MDK* on PC.
As usual, we're expecting quite a few of the games on the release schedule to slip, though Virgin may actually manage to get all of their Star Wars games out in time to catch the hype from the movies.

HARU AHO TARE GAME DISPLAY

1st April
Tokyo Egg World
Amazingly, many top games companies have all agreed to appear at a new annual event this year, where games are given away free to all who attend! Hundreds of thousands of extra games are being made especially for the event, where the public pay just ¥1200 (about £5) to get in, then help themselves to whatever games they want! The "Haru Aho Tare" will hopefully be held every year from now on, giving everyone who can get to Japan a chance of grabbing hundreds of free video games, many of which haven't even been released yet! The organisers are planning the UK event for this May!

TOKYO TOY SHOW

21st-23rd March
Tokyo Big Sight
Normally there are are lots of video games at the Tokyo Toy Show, but this year is planned to be different. With the Game Show only a few weeks later, Sega have decided to show just toys at the Big Sight, and games at the game show. Still, there are likely to be the first indications of what we can expect from Sega and Bandai's merge, as well as first showings of games from other companies.



Lots of cool toys at the Tokyo toy show! We wanna go!

TOKYO GAME SHOW

4th-6th April
Tokyo Big Sight
This is the big one! Over 100 games companies plan to show off many of the biggest games of the year. The last show, held in August, showed us many games which were early in development – this time we should get to see near-complete versions of these, as well as find out about the major companies' plans for Christmas 1997. As always, we'll have a detailed report as soon as possible.

WIN! WIN! WIN!

MANX TT

Who are they? And where do they come from – the phantom riders in *Manx TT*? We've been having a laugh trying to guess what they might look like beneath those helmets. So we thought it would be a fun idea to have you all draw us a picture of what you imagine them to look like. Mark your entries: BEHIND THE MASK

ISS PRO

To win yourself a copy of the best football game on PlayStation, we want you to do a bit fantasy management. Tell us your ideal footie team featuring video games characters, and let us know who's going to play in which position. The one we decide is the best wins the game. Mark your entries: CHEESY THE GASCOIGNE

WAVE RACE 64

Right, yeah... waving's a way of greeting each other, yeah? Well, we want to know how you greet your friends – photographs of you welcoming your pals please! The best variation on waving gets *Wave Race 64* for Nintendo 64! We like to keep these competitions relevant. Mark your entries: HANDSHAKE RACE 64

X-WING VS TIE FIGHTER

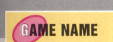
Combining two games into one is fairly popular at the moment, and we're offering a free copy of Virgin's new PC title to the person who comes up with the best idea for a games crossover. Just tell us which two titles should be made into a single game, and how the result would work. Mark your entries: WORMS VERSUS RAYMAN

Send entries to: CHECKPOINT #185 FREEBIES, Computer And Video Games, Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU

KEY: Red – Big game alert! Blue – A stinker! Don't go near it!

GAME NAME	COMPANY	FORMAT
1st March	•	•
Nintendo 64	THE Games	New Console
Pilotwings 64	THE Games	Nintendo 64
Super Mario 64	THE Games	Nintendo 64
Shadows Of The Empire	THE Games	Nintendo 64
4th March	•	•
Turok: Dinosaur Hunter	Acclaim	Nintendo 64
5th March	•	•
2 Extreme	Sony	PlayStation
International Power Soccer	Sony	PlayStation
6th March	•	•
Amok	Sega	Saturn
7th March	•	•
BattleSport	Acclaim	Saturn/PlayStation
Crusader Classic	EA	PC CD-ROM
Krush, Kill 'n Destroy	EA	PC CD-ROM
Legacy of Kain	BMG Interactive	PlayStation
Magic Carpet 2 Classic	EA	PC CD-ROM
Reloaded	Gremlin	Saturn
Riot	Psygnosis	PlayStation
Speed Haste Classic	EA	PC CD-ROM
Ten Pin Alley	EA	PlayStation
14th March	•	•
Area 51	GT Interactive	Saturn/PlayStation
Crusader: No Remorse	EA	Saturn
Lethal Enforcers 1&2	Konami	Saturn/PlayStation
Monster Trucks	Psygnosis	PlayStation
Perfect Weapon	EA	PlayStation
Space Jam	Acclaim	Saturn/PlayStation
20th March	•	•
Bug Too!	Sega	Saturn
Manx TT	Sega	Saturn









GAME NAME	COMPANY	FORMAT
Tempest 2000	Interplay	Saturn
21st March	•	•
Atari's Greatest Hits	GT Interactive	PlayStation
Bedlam	GT Interactive	Saturn/PlayStation
Bubble Bobble 2	Virgin Interactive	PlayStation
Crusader: No Remorse	EA	PlayStation
Crypt Killer	Konami	Saturn/PlayStation
Dark Forces	Virgin Interactive	PlayStation
Deathtrap Dungeon	Eidos	PC CD-ROM
EA Cricket 97	EA	PC CD-ROM
FIFA 97	EA	Saturn
Hexen	GT Interactive	Saturn/PlayStation
Quake Mission Pack 2	Activision	PC CD-ROM
NBA Hangtime	GT Interactive	Saturn/PlayStation
26th March	•	•
Killing Time	Acclaim	Saturn/PlayStation
27th March	•	•
Fighters Megamix	Sega	Saturn
MDK	Interplay	PC CD-ROM
28th March	•	•
Exhumed	BMG Interactive	PlayStation
Interstate 76	Activision	PC CD-ROM
Micro Machines 3	Codemasters	PlayStation
NHL: Open Ice	GT Interactive	Saturn/PlayStation
Suikoden	Konami	PlayStation
31st March	•	•
WipeOut 2097	Psygnosis	PC CD-ROM
March (No set release date)	•	•
Actua Soccer Club Edition	Gremlin	PC CD-ROM
Discworld 2	Psygnosis	PlayStation
Flight Commander	Interactive Associates	PC CD-ROM
Heart Of Darkness	Sega	Saturn
James Bond	Eidos	PC CD-ROM
Lands Of Lore 2	Virgin Interactive	PC CD-ROM
Outlaws	Virgin Interactive	PC CD-ROM
Premier Manager 97	Gremlin	PC CD-ROM
Star Trek Generations	Microprose	PC CD-ROM
X-COM Apocalypse	Microprose	PC CD-ROM
X-Wing Vs TIE Fighter	Virgin Interactive	PC CD-ROM
Yoda Stories	Virgin Interactive	PC CD-ROM
3rd April	•	•
Three Dirty Dwarves	Sega	Saturn
4th April	•	•
Darklight Conflict	EA	PC CD-ROM
Die Hard Trilogy	EA	PC CD-ROM
FIFA Soccer Manager	EA	PC CD-ROM
Independence Day	EA	Saturn/PlayStation/PC
NBA Live 97	EA	Saturn
Need For Speed 2	EA	PC CD-ROM
Rage Racer	Namco	PlayStation
Theme Hospital	EA	PC CD-ROM
Transport Tycoon	Microprose	PlayStation
Wing Commander 4	EA	PlayStation
11th April	•	•
Doom 64	GT Interactive	Nintendo 64
Mortal Kombat Trilogy	GT Interactive	Saturn/Nintendo 64
Rebel Assault 2	Virgin	PlayStation
TFX	Ocean	PlayStation
18th April	•	•
Jonah Lomu Rugby	Codemasters	Saturn/PlayStation
Offensive	Ocean	PlayStation
Soul Blade	Namco	PlayStation
Total Racing	Ocean	PlayStation
25th April	•	•
Spider	BMG International	PlayStation
April (No set release date)	•	•
Actua Golf	Gremlin	PC CD-ROM
Perfect Assassin	Grolier Interactive	PC CD-ROM
Jedi Knight: Dark Forces 2	Virgin Interactive	PC CD-ROM
Rebellion	Virgin Interactive	PC CD-ROM
StarCraft	Zablac	PC CD-ROM
Star Trek: Starfleet Academy	Interplay	Win 95 CD

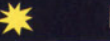
4th April



Rage Racer comes to the UK at last! Every PlayStation owner should be saving up already!



ISSUE #183 **WINNERS!**



REALMS OF THE HAUNTING

An easy one this: write in a try to blag a free copy of the game. Unfortunately, you're all rubbish at this kind of thing, so Roy Thinnes from Solihull wins with his terrible entry which started "Dear Sir, I have reason to believe that several playtesters have been taken over by aliens...". Oh dear.



DARK SAVIOR

This was a hard one to judge. Should the winner be Ian Flockhart from Co. Wicklow who sent us a dead, rotten (and VERY smelly) pygmy shrew in a bag, or should it be a sensible reader who didn't make everyone in the office feel sick? Easy decision – Caroline Hondius from The Netherlands wins with her detailed recipe for Black and Pink Buns, with bacon, chives, smoked salmon, and black fish eggs. Yummy.



TOBAL NO. 1

We asked you to make up a new name for Ed Lomas to win yourselves a copy of *Tobal No. 1* for the PlayStation. Some of our favourites were Mr Suckabum, Ned Turdburglar, Ed Fun, Ed D, and Lame Sod (an anagram of Ed Lomas). But the overall winner is Ed Shoulderskneesntoeskneesntoes which was sent in by A. Rebello from Surrey. Nice one dude.



STAR WARS: SHADOWS OF THE EMPIRE

To win a copy of *Star Wars: SOTE* you just needed to tell us the name of Chewbacca's son. Lots of people said that it was Lowbacca, but he's actually Chewie's nephew – the correct answer is Lumpawarrump or Lumpy for short. The first entry we picked out from the correct answers was from M. Bradshaw in London.

BIG SHOUT GOING OUT

As usual, big love and thanks are going out from CVG to our best friends at HMV – Douglas and Darren. They're the ones you should all thank for getting the release list and sorting out free games for us to give away. Of course, they can't be held responsible for changes made to the release dates of games, and neither can we. Call the games company and belch at them.



SUBSCRIBE NOW!

AND GET A FREE MINI DATABANK - THE OFFICIAL CVG BRAIN PODULE!

In recent months, you may have noticed an influx of fresh young bucks into the ranks of Team CVG. Eager videogaming fans you may think, who've gained that once-in-a-lifetime chance to write on the greatest videogames magazine in all the cosmos. Well you'd be wrong! They are in fact cleverly disguised animatronic robots – Cuggoids!

In photographs, A.L.E.X and S.T.E.V.E may look convincing, but up close their artificial nature is all too apparent. From the torso down, each one is no more than a mass of pipes and wires connected to an old car battery. But seated behind a desk they look amazingly real – with sponge skin, wool hair and currants for eyes! Only the clothes-peg fingers reveal the chilling truth.

Of course, they aren't the first specimens. PROJECT LOMAS was designed by our friend, the brilliant Dr Manix, before he was assassinated by Moon Monkeys (that's another story!), taking the secrets of his robopuppet technology with him. Only his prototype E.D. (Egg Droid) remains as proof of his work. This amazing multifunctional contraption 'analyses' games, compiles tips and can even write in simple English! All this and he only requires simple sugar-based substances to recharge!

Improving on the E.D. brain podule was easy. Our superior new writing cuggoids are proof of this. Unfortunately, to date we have been unable to replicate ED's lightweight balsa-wood bodyframe. Make the casing too light and the weight of his 'tips brain' crushes it like a concertina. Make the casing too heavy and it damages his delicate paper-lantern organs.

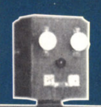
And yet we must keep trying. You see, his frail body shell is decaying! If we cannot make a replacement he will soon be nothing more than a cartridge in our games cupboard!

LOAD THE MINI DATABANK INTO THE SKULL CAVITY. CAREFULLY!



With each passing day, ED's state worsens. His Ferrero Rocher eyes have fallen out, occasionally his lolly stick arms are left on the floor, and his basketball head is deflating. We're desperate for funds to continue our robopuppetry research. So much so, that we're offering our all-new brain podule technology (as used in ALEX and STEVE) to our most faithful readers. Subscribe now and not only do you receive your 12 issues before they hit the shelves, but also a Mini Databank – a keyring that's more advanced than even ED!

JUST LOOK AT HOW THE MINI DATABANK IS SUPERIOR TO ED!



BO-OORING! THIS LOMAS THING IS COMPLETE CRAP!

PROJECT LOMAS

- **NO WATCH!** Unable to discern time, he falls asleep at random intervals in the day. And drools.
- **NO BUILT-IN TIMER!** As such, he spends too long telling us boring stories about his journey home.
- **TOO-SECRET PASSWORD SYSTEM!** Known only to himself. We can't get into his vast tips brain.
- **NO ALARM!** We call and call, but he doesn't respond, trapped in his Pink Floyd noise bubble.
- **TIPS DIRECTORY!** Stores up to a trillion tips, but remember you can't get to them (see password system).
- **MINSTREL COUNTER!** Let's him count how many small sweets are in one packet. Useless function!
- **AUTO SHUT-OFF!** Unfortunately not operative when telling us a boring story (most of the time).



MINI DATABANK

- **TIME AND DATE FUNCTION!** Perfect for always keeping tabs on your daily timetable!
- **STOPWATCH!** Excellent for timing people running around a race track. And that's just one example of its thrilling use!
- **SECRET PASSWORD SYSTEM!** Personalised to you. No-one can access your Databank. (you excluded of course, unless you forget it).
- **DAILY ALARM!** Set it for any time! Most popular in the morning, we hear.
- **PHONE DIRECTORY!** Store up to 63 telephone numbers in it! Find 63 friends first!
- **24-HOUR COUNTDOWN TIMER!** An excellent way to liven up the last day before Armageddon!
- **AUTO SHUT-OFF!** Essential for conserving energy in a post-apocalypse underground bunker.



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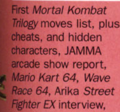
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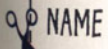


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I see you have constructed your own magazine outlet. Truly you are powerful as the Emperor predicted. Now give us a copy of CVG, ta very much!



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20 YEARS OF STAR WARS

Come March 21st, the CVG boys are going to be reliving their youth, joining the new-born devotees as Star Wars: The Special Edition hits the cinemas. To celebrate this renaissance we're paying tribute to the greatest sci-fi story ever told, and over the next few pages, investigating its legacy to video games.



In some parallel universe, George Lucas never made Star Wars, and they're still playing video games based on Noughts and Crosses. You might never have stopped to consider this, but just imagine what it would have meant for gamers if Star Wars had never appeared. When the first movie in the series was released in late 1977 its blend of mythical story-telling, thrilling space battles and dazzling special effects single-handedly revived the world's interest in science fiction, a genre which had become high-brow and preachy since the glory days of the 1950s. The cinemas were suddenly full of Star Wars imitations and with the public gagging for more laser action it was the perfect time for Taito to release their new *Space Invaders* coin-ops. The machines sprang up all over the globe and it was this one game that effectively jump-started the whole video games business. From then on, flying spaceships and blasting aliens became the staple diet for gamers worldwide.**



SHOOTING STAR WARS

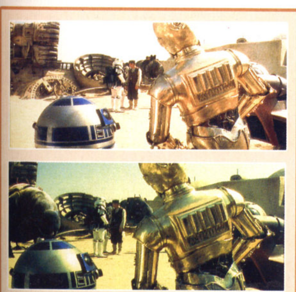
Producing a generation of laser-junkies probably wasn't foremost on George Lucas' mind when he started work on Star Wars early in 1975. Having achieved only cult success with two of his previous movies, THX-1138 and American Graffiti, it seems unlikely that he had any inkling of the eventual impact of Star Wars at the time.
His original plan was for a modern remake of the old Flash Gordon serials that he had enjoyed as a boy, but when he discovered that the licence-holders wanted more money and more artistic control than he was willing to hand over, he decided to create his own space adventure. Armed with a script entitled The Legend of the Starkiller – Chapter One: The Star Wars, he began touting his idea around the major Hollywood studios only to be repeatedly turned down.
Eventually 20th Century Fox bosses, who had been impressed by American Graffiti, gave Lucas the go-ahead to make the movie and coughed up $11.5 million to pay for it.



Together again: Mark Hamill, Carrie Fisher and Harrison Ford.

A NEW HOPE

Though the script underwent several rewrites, Lucas held on to the concept of an epic saga, which he originally called The Legend of the Whills, to be told in three trilogies. The first movie would actually be the kick-off episode of the second trilogy – hence its full title, Star Wars Part IV: A New Hope – with parts five and six to follow.
By the time Return of the Jedi was released in 1983, the Star Wars marketing machine was in full production, keeping fans satisfied with an endless array of comic books, novels and toys. But it looked like plans for any further movies had been shelved. Instead, Lucas had become sidetracked by his massively successful production company, Lucasfilm, and he moved back behind the camera only occasionally, helping his friend Steven Spielberg with the Indiana Jones trilogy, as well as putting his name to less successful pieces such as Willow, Return to Oz, Labyrinth and the lamentable Howard the Duck.



Out with the old (top) and in with the new (bottom). Can you spot the difference?

Some of the updated scenes from Star Wars: The Special Edition: computer-generated Dewbacks, a bigger Mos Eisley, the restored Jabba scene and an awesome Death Star battle.











THE SPECIAL EDITIONS

A few years ago, though, the rumour began to spread that the next Star Wars trilogy was finally going into production, with the very first episode, The Clone Wars, set to appear in 1997. Of course, this has turned out not to be the case (filming on the next movie is due to start later this year for a release in 1999) but to keep the interest going Lucas has produced new versions of the original three movies which are being released back to back during March and April.
Many of the scenes cut from the final prints of the movies have been restored in the new editions. The Star Wars Special Edition, for example, includes a scene which takes place in the Mos Eisley docking bay, where Han Solo and Jabba the Hutt discuss Solo's debt to Jabba. This scene was filmed for the original release of the movie, only back then Jabba was a slobbish human dressed in furs and sporting an Irish accent. Now, thanks to digital editing and computer graphic techniques, the original footage of Harrison Ford has been incorporated into a reworked scene in which Han discusses his problem with the same sluglike gangster seen in Return of the Jedi – while bounty hunter Boba Fett looks on.



Lucasfilms' special effects division, Industrial Light and Magic, have worked hard on many of the new scenes, replacing many of the model and matte shots from the original movies with state-of-the-art computer-generated imagery. Expect breath-taking battle scenes and whole new flight sequences in all three films!
With the whole Star Wars craze again reaching fever pitch, the success of the Special Editions is assured. When the first of the new movies was released in the USA on January 31st it grossed $36 million in box office takings over the first weekend. You can see what all the excitement's about for yourself when they're released in the UK on March 21 (Star Wars), April 11 (Empire Strikes Back) and April 25 (Return of the Jedi). We'll be there on opening night – and we'd advise you to be there too!

STAR WARS: THE VIDEO GAMES LEGACY

Plenty of action movies have spawned the game-of-the-film, but since 1982 the world's enthusiasm for the Star Wars movies has resulted in over 30 different Star Wars games appearing in arcades, on home computers and consoles!

When Star Wars first appeared in cinemas in 1977 it started a craze for merchandising the like of which had never been seen before. Pretty soon the shelves were packed with Star Wars toys, lunchboxes, posters, books and Princess Leia shampoo. There were all kinds of things available in some kind of Star Wars form... Except video games, that is. Even though Star Wars probably opened the door for alien-blasting arcade games when it was released in 1977, it was five years later before the first game of the movie appeared.



With Star Wars games...



... The Force...

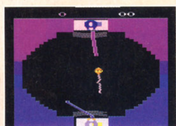


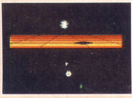
... Can be with YOU!

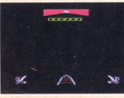
A LONG TIME AGO...

In 1982 the American toy manufacturer Parker Brothers released two Star Wars cartridges for the Atari 2600 VCS console. The first was *The Empire Strikes Back*, a sideways-scrolling shoot-'em-up which pitted a lone snowspeeder pilot against an advancing battalion of Imperial Walkers. It was a simple game but entertaining – which was more than could be said for *Star Wars: Jedi Arena*. This game showed a bird's-eye-view of two Jedi Knights, facing off against each other with their light sabres. It was hard to control and lacked the Star Wars atmosphere of the *Empire Strikes Back* game so it wasn't a major hit.

Determined to get some more mileage out of their license Parker released two more Star Wars VCS games to coincide with the release of the latest movie, Return of the Jedi. *Death Star Battle* was a ridiculous reenactment of the effects-laden climax to ROTJ. The player controlled the Millennium Falcon as it first dodged or blasted waves of TIE Fighters, then had to blast through a deflector shield to destroy the Death Star. The other cartridge was a simplified conversion of Atari's new Star Wars coin-op. Unfortunately for both games, they were released shortly before the whole VCS market collapsed and never made it to a European release. Parker had also planned a VCS game based on The Ewok Adventure, a TV movie that appeared in 1984, but although a prototype cartridge was produced the finished game never saw the light of day. Perhaps that's just as well.







Jedi Arena, Death Star Battle and Star Wars Arcade on the Atari VCS. Hot stuff in their day, but nowadays... Oogh!

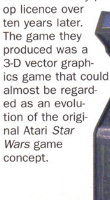
STAR WARS ARCADE

Atari's *Star Wars* coin-op, released in September 1983, was a 3-D shoot-'em-up based on the Death Star battle. First players would fight squadrons of TIE Fighters (including Darth Vader's!), then skim the surface of the Death Star, blasting turbo-laser turrets before heading down the famous trench. In March of 1984 Atari released an upgrade pack that turned *Star Wars* machines into *Empire Strikes Back* machines. This gave the player the chance to blast AT-ATs and Probe Droids on Hoth, then dogfight TIE Fighters and dodge asteroids in space.



By the summer Atari had completed the trilogy with a Return of the Jedi coin-op. This was a disappointment, though, probably because Atari used an isometric perspective instead of 3-D vector graphics to portray its three scenes – the speeder bike chase, the battle on Endor and the Millennium Falcon's flight into the Death Star.

Perhaps Sega were learning from Atari's mistakes when they picked up the Star Wars coin-op licence over ten years later. The game they produced was a 3-D vector graphics game that could almost be regarded as an evolution of the original Atari *Star Wars* game concept.



The original and best. Atari's Star Wars coin-op, circa 1983

BRINGING THE MAGIC HOME

The Atari games reappeared three years later as home computer conversions. Domark had bought the licence to all three games and released a trio of competent conversions, first on the new 16-bit Atari ST and Commodore Amiga, and later on the old Sinclair Spectrum, Commodore 64 and Amstrad CPC machines.

By 1988, George Lucas' LucasFilm had set up its own games software division, but they were steering clear of creating Star Wars games. The nearest they came was in 1991, with *Night Shift*, a puzzle game (programmed by a British team, The Assembly Line), in which you played a character who worked in a Star Wars toy factory!

Christmas of 1991 saw the release of the first NEW, REAL Star Wars game, on the Nintendo Entertainment System. JVC's NES *Star Wars* was an action-packed blend of platform game and shoot-'em-up which followed the plot of the first movie and featured all of the characters. Not surprisingly, it was followed by *The Empire Strikes Back* and *Return of the Jedi*, similar games which made good use of their movie roots. All three games also appeared on the new Super NES, complete with spectacularly upgraded graphics, 3-D blasting levels and belting musical scores.



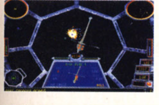
FROM THE CREATORS OF STAR WARS...

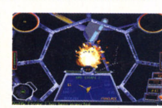
It wasn't until 1992 that LucasArts released their first Star Wars game, *X-Wing*. This was a 3-D combat simulation which put the player in the cockpits of Rebel starfighters and sent them into battle against the Empire. This game succeeded because of its great depth of gameplay, the superb plot and the terrific Star Wars atmosphere that it exuded. It proved so popular that shortly after the game was released LucasArts brought out two extra mission disks, the second of which added the B-Wing fighter to the Rebel fleet.

The real sequel to *X-Wing* was *TIE Fighter*. Released in 1994, this was another excellent 3-D space combat game, only this time you were on the side of the Empire. Even though *TIE Fighter* effectively cast the player as the bad guy it was just as entertaining and had even more depth and atmosphere than *X-Wing*. Like *X-Wing* it was followed by a set of mission disks, *Defender of the Empire*, which expanded the plot and added extra ships to fly, including the practically unstoppable TIE Defender (never seen in the movies).




LucasArts' fantastic *X-Wing* set new standards for space combat simulations...








... And the awesome *TIE Fighter* pushed the standard even higher. Expect the soon-to-be-released *X-Wing vs TIE Fighter* to be even better! Oh my!



Exciting though these games were, LucasArts' 1993 release, *Rebel Assault*, was an even more interesting release. It was a 3-D shoot-'em-up made notable because it was one of the first games to use the new CD-ROM format. Though it wasn't a great game, *Rebel Assault*'s digitised graphics and variety of missions were a spectacular demonstration of the power of CD-ROM, and many PC owners spent £250+ on a CD-ROM upgrade for their machines on the strength of this one game. Not surprisingly, a sequel wasn't long in coming and *Rebel Assault II: The Hidden Empire*, was released in 1995. *RAII* was more of the same, spread over two CDs, and it had the distinction of containing the first new Star Wars footage to be produced in ten years.





***Rebel Assault.* Rich people bought a CD-ROM drive just to play this ground-breaking PC game. A Mega-CD version was also released.**




***Rebel Assault II* was bigger, better-looking and technically superior to its predecessor, but unfortunately the gameplay wasn't much more sophisticated.**







Unlike the first game, *RA II* placed real actors among the computer-generated scenes.

By this time players were growing weary of full-motion video CD-ROM titles, though. *Doom* was the public's favourite but while other companies were knocking out inadequate clones LucasArts set a new technical standard with the awesome *Dark Forces*. This had a more advanced 3-D graphics engine than *Doom*'s and used familiar characters and scenery to create an entirely immersive Star Wars combat experience.




How could anyone not enjoy a *Doom*-style game set in the Star Wars universe? *Dark Forces* was – and still is – an excellent game!

PlayStation owners can sample this experience for themselves now that *Dark Forces* is being released for their machine. Check out the review on page 62, and to find out about the other new Star Wars gaming thrills that are on the way from LucasArts, just turn the page!



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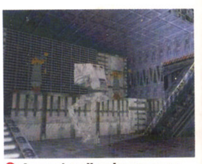
It was the *'Doom+Star Wars'* combination that made the original *Dark Forces* game such a massive hit. Now for a follow-up, how about *'Quake+Star Wars'*? Nice.

JEDI KNIGHT: DARK FORCES II

Blaster rifles, thermal detonators, stormtroopers, dianogas, mouse robots, guest appearances by Boba Fett and Jabba the Hutt... The LucasArts team who put *Dark Forces* together didn't miss a trick when it came to making the ultimate 3D shoot-'em-up set in the *Star Wars* galaxy. But no matter how good you make something people always want it to be better. "Where's the multiplayer mode?" they cried. "Why can't I have a light sabre to play with? I want chocolate ice cream!" Well, if you were a member of that disgruntled rabble you can just shut your yap right now because the *Dark Forces II* designers have given in to two of your demands. Network play and light sabres are both included in their sequel, along with a host of other new features. However you still have to buy your own ice cream.

LOOK AT THE SIZE (AND SHAPE) OF THAT THING!

LucasArts have moved away from the '2.5D' graphic style of *Dark Forces*, with its polygon scenery and sprite objects, and have made *Dark Forces II* a fully three-dimensional game. The multi-level mazes that make up the game are all constructed from light-source-shaded, texture-mapped vector graphics and as in *Quake*, all the creatures that inhabit *Dark Forces II* are made up of texture-mapped 3D models. Authentic though the first game looked, *Dark Forces II* promises to capture even more of the atmosphere of the movies!

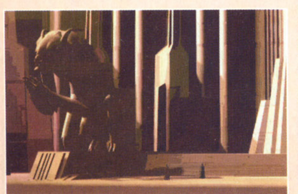


A scout walker looms over Katarn as he explores a hangar bay. Notice the smooth light-sourced shading on the walls.

QUITE A MERCENARY

Dark Forces II sees the return of soldier of fortune Kyle Katarn. After successfully destroying the Empire's Dark Trooper program he has discovered that he is strong with The Force and has begun to learn how to use it. During the course of his training Katarn becomes aware of a plot by seven Dark Jedi to find a hidden Jedi burial ground and decides to intervene before they can use its power to conquer the galaxy. Now a novice Jedi Knight himself, Katarn must search the galaxy for the seven Dark Jedi and destroy them using the mystical powers that he is still struggling to master.

As Kyle practises his Jedi powers during the course of the game, the strength of The Force grows within him. By collecting experience points he can focus on learning skills such as the abilities to leap great distances, to heal himself, to see through walls and to retrieve distant objects. As his power grows, though, Kyle is tempted by the dark side of The Force and should you choose to turn him towards evil the course of the game is altered dramatically.



Kyle's quest takes him to all sorts of exotic locations around the galaxy. The scene-setting is done in cut-scenes like this one that shows an ancient temple.



A starcruiser docked at a space station. Could that be Dash Rendar's Corellian freighter sitting on the landing pad at the bottom right?



The same starcruiser hovers over Imperial City on Coruscant. Another cool cut-scene.



Katarn is still flying 'The Mouldy Crow', though it looks a bit better than it used to, thanks to SVGA graphics..

THE WEAPON OF A JEDI

The weapons line-up hasn't changed drastically since the original game. Kyle starts off with his trusty, scabby Bryar pistol, and can work his way up to Stormtrooper rifles and the Imperial repeater (the rapid-fire Dark Trooper weapon he picked up in the previous game). There are also thermal detonators and IM mines, as well as a new turret gun. The other new weapon of course, is the light sabre. It seems this was included to satisfy popular demand, though the usefulness of such a short-range weapon when you're surrounded by blaster-toting aliens remains to be seen.

JOIN US – OR DIE!

The lack of a network game was one of the few flaws in the original *Dark Forces*. LucasArts are rectifying that ommission in Dark Forces II by incorporating three different multiplayer game modes. Two-player games are supported over serial connections, such as a null-modem cable or direct modem link, while an IPX network option can handle up to eight players simultaneously. An Internet-powered game also seems likely but LucasArts haven't confirmed that yet.
Once connected you can take part in three different game variations. Total Combat is a simple free-for-all, while Team Combat lets you join forces with other players for pitched battles. Territory Combat is similar but has a 'Capture the Flag' theme, so you have to work with your team to seize control of the opposition's base.



PC CD ROM

STRATEGY GAME | BY LUCASARTS | SPRING RELEASE | 1-2 PLAYERS

- PRICE £TBA
- NO OTHER VERSIONS AVAILABLE
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- STORAGE - 1CD
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After all these simulations, platform games and shoot 'em ups, LucasArts are broadening their *Star Wars* range with a galaxy-conquering strategy game! Now you really ARE the master! Of Good AND/OR Evil!

STAR WARS: REBELLION

If you were around to see the first screenings of Star Wars nearly 20 years ago, chances are you'll be knocking on a bit. No doubt the idea of dashing around the galaxy in a starfighter, blasting enemy ships into phosphorescing dust all seems a bit too energetic these days. There's no shame in it. Even old Obi-Wan admitted that he was getting too old for that kind of thing. So, for the more senior, serious-minded SW fan, LucasArts are putting together a strategy game called *Star Wars: Rebellion*, which pits the gargantuan might of the Imperial fleet against the under-resourced Alliance forces – and lets you command whichever side you like!

SOME DAMN FOOL CRUSADE

In terms of Star Wars chronology, *Rebellion* takes place between the first two movies, just after the destruction of the first Death Star and just prior to the establishment of the Rebel Alliance base on Hoth. While the Alliance is relishing its victory and using it to recruit new races and systems to the cause, the Emperor is regrouping his forces, determined to make the Rebels pay for this latest outrage - as soon as he finds them. The Empire has the legs on the Alliance in terms of sheer might, but the Rebels can move quickly, launching hit-and-fade strikes from secret bases all over the galaxy.

Your overall objectives in *Rebellion* depend on which side you're playing as. If you're in command of the Alliance your mission is to capture the Emperor, Darth Vader and overthrow the Imperial throne situated in Imperial City on the planet Coruscant. If you're working for the Empire you need to catch the Rebel leader, Mon Mothma, and the young Jedi Knight, Luke Skywalker, and also find and destroy the hidden Rebel HQ.



A galaxy far, far away, as viewed from the Rebel Command Centre

MASSING THE FLEET

Rebellion's galaxy is comprised of between 100 and 200 planetary systems (depending on how long you want the game to be) and your opponent's forces could be occupying any number of them. Because you need raw materials to build your fleet, it's important to form allegiances with as many different planets as possible, using either force or diplomacy. Diplomacy is more tricky, but force may only work in the short-term, eventually causing resentment that leads to defection.

Having acquired some resources you allocate them to projects such as building Star Destroyers or training pilots. At certain points during the game you can develop new and more powerful technology which costs more but could prove crucial in the struggle that lies ahead. When you're satisfied with the size of your force you can start deploying ships, troops and agents around the galaxy in the hunt for your enemies.



Rebel forces are approaching Coruscant - time to call in a few more Star Destroyers.





Rebel engineers on Bilbringi are building a new Blockade Runner and an ion cannon to defend Yavin.

A hardware encyclopedia lets you read up on all the defensive technology available.

RED FIVE, STANDING BY

When one of your units arrives in the same system as an enemy ship, battle is automatically joined. The action switches to a 3-D real-time battle sequence in which you take control of the ships under your command. Sounds quite thrilling, but don't go expecting a mini version of X-Wing. This bit's more about issuing movement orders to squadrons and capital ships and assigning specific targets to your pilots and their wingmen.



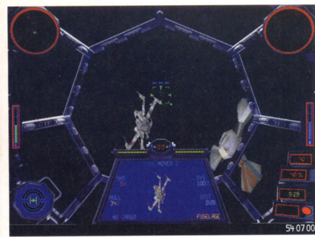
An Imperial Star Destroyer runs into a Mon Calamari Cruiser. Animated cut-scenes like this illustrate the action.

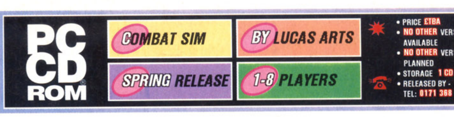
A BATTLE LONG-COMING IS JOINED...

Like so many modern strategy games, *Star Wars: Rebellion* is equipped with a multi-player network game. Two people can connect their PCs by serial or modem link or over a LAN, and fight it out against each other, with one person taking the Empire's side while the other plays as the Rebels. LucasArts are considering implementing an Internet-based network game, but there are no firm plans as yet.



***Command and Conquer* in space? It's an awesome prospect.**

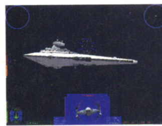




If you liked *X-Wing* and you liked *TIE Fighter*, you'll LOVE *X-Wing vs TIE Fighter*! Why, it's going to be the space combat simulation you've always dreamed of!

STAR WARS X-WING VS. TIE FIGHTER

It's arguable that LucasArts' *X-Wing* and *TIE Fighter* are the best 3D space dogfighting games ever. It's arguable, but in our opinion anyone who tries to deny it is an outright buffoon who deserves to be put in stocks and flogged! Others have tried, but even *Wing Commander IV*, with all its CDs full of video and its swiping of Star Wars actor Mark Hamill (the guy who played Luke Skywalker for crying out loud!) couldn't match either game for depth of gameplay, plot or atmosphere. After releasing mission upgrade disks for both games LucasArts are finally ready to launch the third in the series which promises all the greatness of its predecessors – and more!







ALL WINGS REPORT IN

Like the previous games, *X-Wing vs TIE Fighter* has been designed by Laurence Holland, but this time he has had the assistance of his new team of programmers at Totally Games. Their main task has been to upgrade the game engine used in *X-Wing* and *TIE Fighter* so that it can handle more detailed, higher resolution graphics, as well as new network play modes and the facility to play either on the side of the Rebel Alliance or the Imperial Navy.

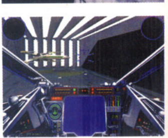
X-Wing vs TIE Fighter uses a similar mission-based game structure as its predecessors, with campaigns being fought over the course of a series of battles. There will be 50 new missions, a varied assortment of convoy escort, reconnaissance, space dogfights and full-scale assaults which will be split into Imperial and Rebel campaigns.

During the course of these missions you're given the controls of nine distinctly different starfighters. If you've chosen to play on the side of the Alliance you get to fly the A-Wing, B-Wing, X-Wing and Y-Wing, while Imperial pilots get the TIE fighter, TIE Interceptor, TIE Bomber and TIE Advanced. There may also be some TIE Defenders in the game too, but as they outclass just about anything the Rebels have and would give the Empire a huge advantage in network games, the designers may well have left them out.









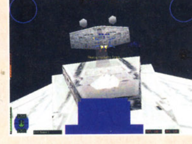
Yummy graphics like these have got the CVG SW fan club in a total frenzy.



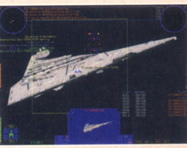
Here's something new – a mission set in an polygonised asteroid field! Chewie, set course 271. Chewie?



Attacking that Star Destroyer ain't my idea of courage. More like... suicide.



An X-Wing launches two heavy rockets at a Star Destroyer. Say goodbye to your bridge deflector shield, pal!



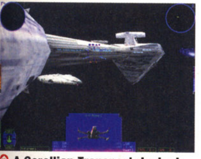
The new open-plan cockpit display overlays briefing, squadron and target information and comm messages.



To give you some idea of how the graphics have improved, here's an A-Wing from *TIE Fighter*.



Compare that with an A-Wing in *X-Wing vs TIE Fighter*. Rather better, wouldn't you say?

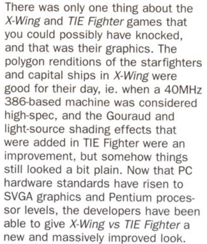


A Corellian Transport docked with a frigate. Just like that bit in The Empire Strikes Back.



And here's the TIE Fighter attack scene from Star Wars. Oh no, wait a minute...

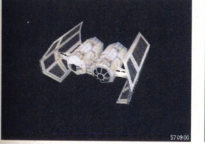
VISUAL SCANNING



There was only one thing about the *X-Wing* and *TIE Fighter* games that you could possibly have knocked, and that was their graphics. The polygon renditions of the starfighters and capital ships in *X-Wing* were good for their day, ie. when a 40MHz 386-based machine was considered high-spec, and the Gouraud and light-source shading effects that were added in TIE Fighter were an improvement, but somehow things still looked a bit plain. Now that PC hardware standards have risen to SVGA graphics and Pentium processor levels, the developers have been able to give *X-Wing vs TIE Fighter* a new and massively improved look.

This time the game runs in 640x480-pixel SVGA mode and as well as being Gouraud-shaded, all the 3D models have been texture-mapped with bitmaps scanned from the movie designers' archives. Take a look at the pictures on this spread and you'll see how detailed everything now looks. The Star Destroyers are no longer simple grey wedges – they look just like they did in the movies! The same goes for all the smaller starfighters and the freighters. The texture-mapping is even applied to the ships that appear in the targeting display! As the pictures show, it all looks absolutely incredible.

You'd expect that, with such demanding visuals, *X-Wing vs TIE Fighter* is going to need some kind of monster PC, but LucasArts say it was their initial intention that the game would run on machines with 486 DX4-100 processors or better. Judging by the pictures we've seen we would guess that this may end up being a little optimistic, but if the previous games are anything to go by, there will be facilities to turn down the graphic detail if the action starts to lumber.



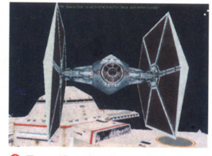
Phwoar! Does this TIE Bomber look cool or what? Just the sight of it makes us go nuts.



Check out the textures on this one. Just like one of those battle-damaged toy X-Wings.



Here's a close-up of an Imperial Corvette . Note the detailing on the ship's hull.



Even the simpler craft look good. How about this cool looking TIE Fighter?

THE IMPERIAL NETWORK

These days no game is complete without the option to play it with other people across a network. X-Wing vs TIE Fighter's network mode is one of its key features and most of its single-player missions are designed so that they can also be flown by teams of players flying either for the Empire or the Alliance. By collaborating and using the message-send facility to co-ordinate your attack you stand a better chance of success, but if you don't fancy teaming up alongside your mates you can go up against them in head-to-head combat.

There will be several network modes included in XWvsTIE. A modem or null-modem cable link-up allows two players to fly together, while an IPX network can accommodate up to eight. LucasArts are also incorporating an Internet mode, though whether this will be run through their own special server or not hasn't been announced as yet.



Come back Imperial scoundrel! I don't care if you ARE my best friend from down the street!



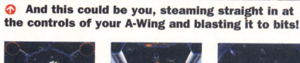
And so you perish in a ball of flame! Your Emperor can't help you now, authoritarian goon!



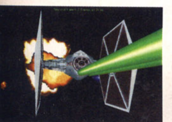
Flee from my mighty TIE Fighter, Rebel scum, or it's the Spice Mines of Kessel for you!



This could be your mate, escorting a Muurian ship through an asteroid belt in his TIE Interceptor...



And this could be you, steaming straight in at the controls of your A-Wing and blasting it to bits!





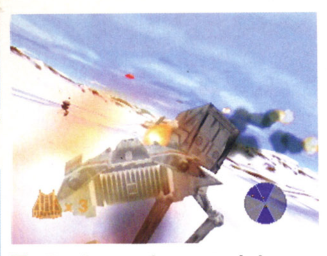






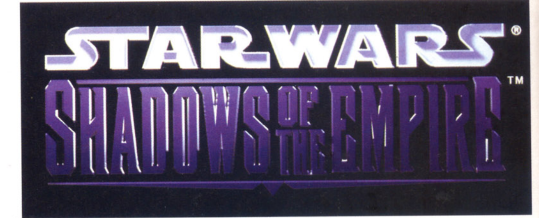








LucasArts' first N64 game contains some of the best Star Wars video game action you're ever likely to see! The Force is strong with this one!



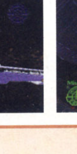
In the absence of a new movie to merchandise, LucasFilm created a new chapter in the Star Wars saga and proceeded to turn it into books, graphic novels, action figures and an awesome Nintendo 64 game. *Shadows of the Empire* uses the N64's advanced graphics hardware to create a combination of *Dark Forces*-style 3D exploration action and spaceborne blasting the like of which has never been seen on any home video games system! Last month we awarded *Shadows of the Empire* a rating of four out of five and we're still of the opinion that, when it's released in March with the first batch of N64 games, Star Wars fans will be desperate to snap it up!











SCUM AND VILLAINY

As in *Dark Forces*, the star of *Shadows of the Empire* is a mercenary who comes into the service of the Rebel Alliance almost by accident. After helping the Rebels out with some fancy snowspeeder flying during the battle of Hoth, Dash Rendar finds himself embroiled in the plan of an ambitious underworld kingpin to destroy the Rebel Alliance and, at the same time, infiltrate the Imperial hierarchy so that he can take over the galaxy. Pretty audacious stuff! The adventure that follows sees Rendar shooting it out with all kinds of Imperial forces as well as criminal gangs, bounty hunters and even mercenary-eating monsters. Set blasters... on KILL!



Along the way, Dash runs into some familiar faces. Here's his old mate Han Solo...



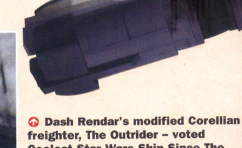
...Commander Luke Skywalker...



...Bounty-hunting droid, IG-88...



...Sinister mercenary, Boba Fett.



Dash Rendar's modified Corellian freighter, The Outrider – voted Coolest Star Wars Ship Since The Millennium Falcon.





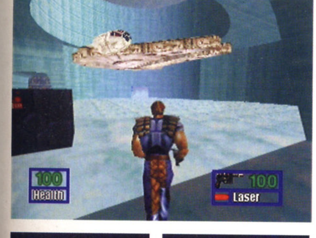














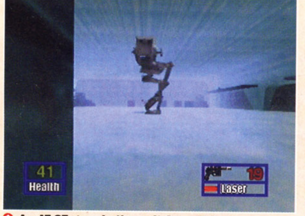


Blast dpwn Imperial Snowtroopers and angry Wampas in the abandoned Echo Base on Hoth.



MARCHING INTO THE DETENTION LEVEL

Much of *Shadows of the Empire* is played like a 3D Doom-style game, with Dash exploring huge enemy bases and the interiors of starships, leaping around platforms, jetpacking over vast gorges, and of course, blasting any foes that cross his path. These bits have the usual simple door-opening puzzles, so watch out for hidden levers and buttons that help you progress, and keep an eye open for extra ammo. You'll need it when you have to go head-to-head against a bunch of angry Wampa ice creatures or an Imperial scout walker!



An AT-ST guards the exit from Echo base on Hoth. Shoot it in the head!



Dash jet-packs it over the gorges of Gall Spaceport.



Riding a runaway train through a junkyard on Ord Mantell. Watch out for flying death droids!

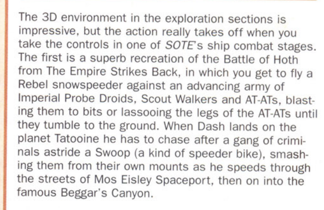


Deadly dianogas infest the sewers of Imperial City. Beware their scary tentacles.

WHO'S GONNA FLY IT KID?

The 3D environment in the exploration sections is impressive, but the action really takes off when you take the controls in one of *SOTE*'s ship combat stages. The first is a superb recreation of the Battle of Hoth from The Empire Strikes Back, in which you get to fly a Rebel snowspeeder against an advancing army of Imperial Probe Droids, Scout Walkers and AT-ATs, blasting them to bits or lassooing the legs of the AT-ATs until they tumble to the ground. When Dash lands on the planet Tatooine he has to chase after a gang of criminals astride a Swoop (a kind of speeder bike), smashing them from their own mounts as he speeds through the streets of Mos Eisley Spaceport, then on into the famous Beggar's Canyon.

Most impressive of all though, are the space battles. These place you either in the cockpit or the gun turret of Rendar's ship, The Outrider, and you have to blast your way past squadrons of TIE Fighters, TIE Bombers and other enemy ships. The game saves the most impressive battle to the end, though - a full-on space station assault reminiscent of the attack on the second Death Star in Return of the Jedi, only this time you're right there in the thick of it!

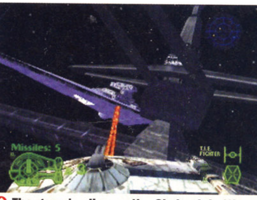




The Battle of Hoth - just as you imagined it!



Say your prayers TIE Fighterpilots!



The game's climax - the Skyhook battle.



Dash rips up the streets of Mos Eisley.







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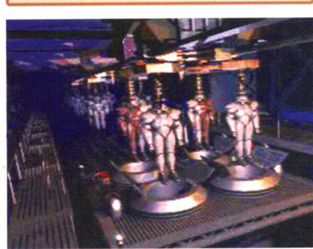
And our Star Wars Festival continues! Two years after it was released on the PC, LucasArts' *Dark Forces* comes up fresh as paint on the PlayStation!

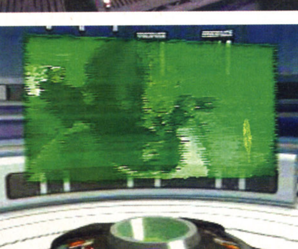
STAR WARS DARK FORCES

Is there no end to Emperor Palpatine's evil genius? After getting his fingers burned with that first Death Star, he's got his scientists working on a new weapon, an almost unstoppable droid soldier called the Dark Trooper with which he intends to wipe out the Rebels once and for all. Little does he know that the Alliance has already got wind of the Dark Trooper project and has hired Kyle Katarn, an Empire-loathing mercenary, to help them discover its secrets and eventually destroy it!

DOOM MEETS STAR WARS...

... That's the most appropriate description for *Dark Forces*. It's a combination of shoot-'em-up action, exploration, and puzzle-solving set in 14 huge, three-dimensional levels. The big difference is that the game is set in the Star Wars universe, so the enemies you come across are all familiar characters, and the levels are all done out to look like the cantinas, hangars, starships and Imperial bases you see in the movies. The designers have even made Dark Forces sound like the movies, with authentic sound effects and even remixes of the original film music on the soundtrack. How can any Star Wars fan resist?





The Empire's plan goes into operation. The Dark Troopers are unleashed on a Rebel colony.

FORCES OF DARKNESS

As well as having to deal with all sorts of Imperial operatives, Katarn is confronted by several other adversaries that Star Wars fans might recognise.



Dianoga - These tentacled carnivores lurk in slimy habitats. Watch out for their eye-on-a-stalk and blast them as they surface.



Gamorrean Guard - Armed only with a pike, but their thick hides can withstand numerous blaster hits. Damn them all!



Ree Yees - A three-eyed criminal who lobs thermal detonators at you. Get close and he starts laying into you with his fists!



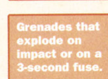
Bossk - A reptilian bounty hunter who wields a powerful concussion rifle. Try to blast him before he gets a shot off.



Boba Fett - The infamous bounty hunter in Imperial City. Beware of his rocket attacks as he jets around Imperial City.



The Mighty Jabba! - Jabba captures Katarn to claim the price on his head, then forces him fist-fight a Kell Dragon!





Slow-firing blaster. Rubbish, frankly.

Rapid-fire blaster that you'll probably use most.

Grenades that explode on impact or on a 3-second fuse.

Probably the best alternative to the Blaster Rifle.

Fires four shots in rapid succession or unloads a spread all at once.

Drop and run. Anything that walks into range within 3 seconds is toast.

Lobs powerful grenades, but it's hard to aim.

Fires ionised air-bullets that explode in massive shockwaves.

Fires plasma shots or mini rockets, but you have to kill a Dark Trooper to get it.

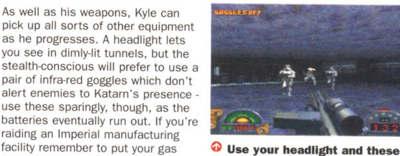


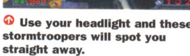
SET BLASTERS ON FULL!

Katarn starts the game armed only with his fists and his crappy Bryar pistol, but it's not long before he acquires a collection of more advanced weapons, including various exotic guns and some neatly-packed explosives. Some of the ten different weapons can be used in two ways by holding down the weapon modifier button. For example, the thermal detonators are normally set to explode on impact, but they can also be put on a three-second fuse so you can bounce one around a corner and eliminate enemies before they spot you!

BATTERIES NOT INCLUDED

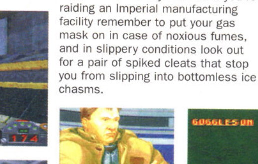
As well as his weapons, Kyle can pick up all sorts of other equipment as he progresses. A headlight lets you see in dimly-lit tunnels, but the stealth-conscious will prefer to use a pair of infra-red goggles which don't alert enemies to Katarn's presence - use these sparingly, though, as the batteries eventually run out. If you're raiding an Imperial manufacturing facility remember to put your gas mask on in case of noxious fumes, and in slippery conditions look out for a pair of spiked cleats that stop you from slipping into bottomless ice chasms.





Use your headlight and these stormtroopers will spot you straight away.

But use the goggles and they won't know what's hit them!













If you've ever wanted to shoot Stormtroopers and those other Imperial guys in their gobs, this is undoubtedly the game for you.





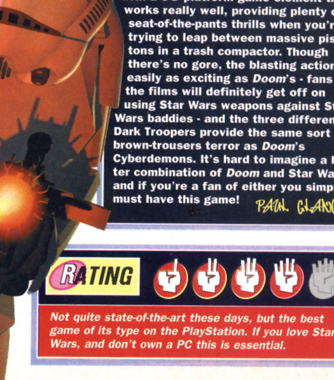
There are pleny of secrets in *Dark Forces*. Blow up cracked walls to reveal them.



Deprived of his weapons, Katarn has to fight Jabba's pet Kell Dragon hand to hand!



Katarn rescues his mission officer, Jan Ors, from the sinister clutches ofJabba the Hutt.



REVIEWER

Once you've seen games like *Quake* and *Turok* these old "2.5D" corridor games often look old-fashioned, but even though it's effectively two years old *Dark Forces* can still cut it with the best of them. It's a more sophisticated game than *Doom*, and for several reasons. For one thing it has a wide variety of proper missions, containing genuinely ingenious puzzles that go beyond the usual push-every-button-in-sight stuff. The levels are designed in such a way that they're completely believable as Imperial detention centres or alien starships - some of the scenery is straight out of the movies, and the designers have put in loads of those Death Star-style bottomless caverns that look awesome when you're trying to edge along the top of them. Also, the seemingly simple addition of a jumping control provides *Dark Forces* with a 3-D platform game element that works really well, providing plenty of seat-of-the-pants thrills when you're trying to leap between massive pistons in a trash compactor. Though there's no gore, the blasting action is easily as exciting as *Doom*'s - fans of the films will definitely get off on using Star Wars weapons against Star Wars baddies - and the three different Dark Troopers provide the same sort of brown-trousers terror as *Doom*'s Cyberdemons. It's hard to imagine a better combination of *Doom* and Star Wars, and if you're a fan of either you simply must have this game!

PAUL GLANCEY

RATING

Not quite state-of-the-art these days, but the best game of its type on the PlayStation. If you love Star Wars, and don't own a PC this is essential.

STAR WARS BONANZA!

Way back in 1976, George Lucas struck a lucrative deal with 20th Century Fox. In exchange for the worldwide rights to his movie, Lucas would have total control of the film's merchandising. Years later it's easy to see who won on this deal. Back then, no-one could have expected the success – merchandising was practically unheard of. These days with all the wannabe blockbusters, a toy-line or lunch-box comes as standard. With the renewed interest in all things Star Wars, it was inevitable that the merchandising juggernaut would be unleashed on the public again.

Movies and games are just the tip of the iceberg! With the re-release of the trilogy comes a cornucopia of new merchandise.



Deluxe figures

Kenner are the kings of Star Wars merchandising. Remember they helped start the craze all those years ago. The Kenner range of figures are the current number one selling boys toy in America! New for 97 are the deluxe figures, your favourite characters with some rather strange accessories.

Force F/X

Our favourite new addition to the Kenner range are the Force F/X figures. All are battery operated, so expect sampled noises, speech and lightsabers that light up! All figures come on their own interactive diorama. R2-D2 features sampled R2 whistles and beeps.

Royal Emperor's Guard

Galoob's Micro Machines range continues to get bigger and better. The transforming action sets series is expanded further, with the release of the Royal Guard which transforms into the Death Star mk.II from Return of the Jedi. While the Tie Fighter Pilot doubles-up as a training academy.

Micro Machines action fleet

The new Micro Machines action fleet battle pack range all include a creature or craft with at least five other figures. Also included in the collection are packs based on the Special Edition extra scenes.

Art of Books

Titan books Art of Series is rereleased to coincide with the relaunch of the trilogy. Each book contains background information about the making of the films. With Star Wars and Jedi books both containing the complete scripts. All contain designs and artwork revealing the creative process, while information relating specifically to the special editions is contained at the back of each volume.

Monopoly

The worlds favourite board game as you've never played it before. Introducing Star Wars Monopoly, a special limited collectors edition of the famous game. Gone are the boot, car and iron of old and in come the heroes and villains of the Star Wars universe. Pass Go and collect 200 credits. Old Kent Road is now the Dagobah Swamp. Mayfair becomes the Imperial Palace on Coruscant!

MAKE YOUR OWN STAR WARS VIDEO COMPETITION

We've teamed up with top companies Hasbro and Toy Options to give you an amazing competition. There are loads of prizes to give away with figures and vehicles from the Kenner and Micro Machines ranges, with the overall winner taking home a massive boxful of Star Wars goodies.

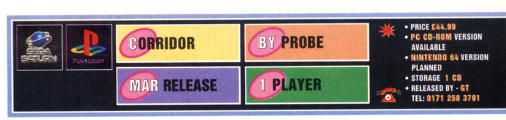
It's the return of the CVG/Star Wars video film festival. We would like you to show us your own video versions of the Special Edition movies. What extra scenes would you have included? What original scenes would have been expanded? The more inventive the better. Remember not to stray too wildly from the original plot, we want these visions to stay faithful to the movies. Most importantly, make it fun.

All entries are on VHS videotape only. Your films can be as long as you want, but please don't make them too long, as it causes Ed to eat too much chocolate and popcorn! Please remember, CVG cannot return your entries, so make sure you make a copy for yourself too! At the time of printing the complete list of prizes is not yet finalised, goodies are being added to the overall list all the time. Runner-up prizes will be given in the following categories; Best Direction, Best Actor, Best Actress and Best Special Effects. With the top prize going to the Best Film.

Send your entries, together with your name, age, address and also the credits, (who acted as who, who did the wobbly filming etc). to; The 69th Annual CVG Film Festival, Emap Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Good luck, and may the force be with you.







You may be thinking that *Hexen* is just "*Doom* in tights", but it's more than that. You can turn people into pigs as well!

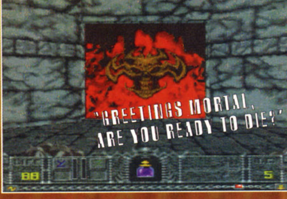
First there was *Doom*, then Raven games used the engine to create the medieval version – *Heretic*. Before long a greatly improved sequel arrived, *Hexen*, which added elements of Role Playing Games to the shooting action. You need to help Baratus, Daedolon and Parias defeat the second serpent rider, Korax, and his evil disciples in order to save the world of *Hexen*!





HUBBA HUBBA!

Like *Exhumed*, *Hexen* doesn't work just like *Doom* in terms of level structure. After finishing the first level, you reach the first main "hub" area which becomes the middle section of the first part of the game. After clearing out the hub itself, you can open the door to the next level, and after completing that, you return to the hub once more. Also, some levels are linked directly by the "Ethereal Travel" teleporters which warp you around the game. All of this means that there's a lot more variety to the game, as you can travel backwards to restock whenever you want.



▲ As you enter the first hub, this evil face appears in the wall to give you a warning!



▲ This teleport will move you either to another level, or back to one of the hubs.



△ The Mage can launch frost shards at enemies to freeze them solid. After a while they explode!





△ Parias the Cleric starts with just this spiked mace. Bash the baddies on the head with it!



CHOOSE YOUR HERO!

There are three player character classes from which to choose in *Hexen*, each with different weapons, attributes, and varying uses for items. You'll probably need to try each one out before you know which suits your style of play best, otherwise just pick whichever one takes your fancy. This is another feature which makes *Hexen* feel very different to *Doom*.

BARATUS THE WARRIOR

The fastest and most powerful character, Baratus is excellent in battle. However, his first two weapons can only be used at close range, and he has almost no use for some of the magical artifacts.



△ Baratus is rubbish at magic.



△ Timon's Axe is one of Baratus's better weapons. It even glows with blue energy!



△ To conserve mana, use your bare fists on the enemies.





△ The rendered intro tells the story of *Hexen*.

DAEDOLON THE MAGE

Daedolon isn't very quick, and can't take much damage, but he's excellent at long range. His starting weapon is a magic wand which fires blue shots at enemies, and he can cast some excellent magic at higher levels.


△ **This is one of Daedolon's standard weapons! Wow!**



△ **Good at magic tricks, but a real wimp overall.**


△ **Daedolon's Sapphire Wand is really feeble.**

PARIAS THE CLERIC

Parias is a balance between the other two characters, with average speed and power, as well as a decent selection of weapons. This combination makes him probably the best character choice for beginners.


△ **Just wave and you can set enemies on fire!**



△ **Paris is pretty good in every skill area.**


△ **The Wraithverge is Parias's best weapon.**

SATURNAK OR PLAYSTATIONOK?

By comparing the Saturn and PlayStation versions of *Doom*, you might expect PlayStation *Hexen* to be a hundred times better than the Saturn version. But you'd be wrong! While both games look basically the same in screenshots, when it comes to playing them, you'll notice that the PS version is quite a bit slower and it also moves more jerkily than on the Saturn. Also, the character movement isn't as close to the PC original as the Saturn game for some reason.

BEGONE, FOUL SWINE!

The coolest magic item in *Heretic* was the Morph Ovum which transformed all the enemies into chickens. In *Hexen*, there's a new version of this called the Porkelator, which transforms the enemies into squealing pigs! You then get the chance to gun them all down in one go or, for a bit of sick fun, use your fists!




△ **Ring dat bell, funky boy!**


△ **Ugh. Lots of blood here.**


△ **Nasty flying enemies.**

BRING A BOTTLE

Dotted around the levels are small green flechettes, which can be collected and used whenever you want. Each character uses the flechettes differently — the Warrior throws them like hand grenades, the Mage uses them as bombs, while the Cleric makes them burst, leaving a cloud of deadly poison gas for anything which gets too close.


△ **Throw those bottles!**

CALL UPON THE DARK SERVANT!

One of the most prized magical items is the small Maulotaur icon. When used, it grows into a full-sized Maulotaur who then becomes your Dark Servant! He'll follow you around for about 30 seconds, attacking any enemies nearby. Unfortunately, he has a pretty bad aim, so stay well out of the way or you could be smashed to pieces!


△ **Smashing the stained glass windows often reveals hidden health power-ups.**

REVIEWER

While PC *Heretic* was basically *Doom* with a few enhancements, *Hexen* really adds a lot to the basic *Doom* game. Being able to collect and use spells and items, as well as having different character classes turns it into a real adventure, and the way that the levels are structured so that you can move around the entire game at will is excellent. The level design is brilliant too, with some impressive buildings, clever traps, and a good selection of secret areas to find. As far as conversions from the PC go, Saturn *Hexen* is one of the better ones, while the PlayStation version is considerably slower and jerkier, and the movement and control is different to that of the PC and Saturn versions. Therefore, Saturn owners should consider *Hexen* for a long-lasting, enjoyable adventure, while those of you with PlayStations avoid it, and get one of the machine's many better games of this style instead.


ED LOMAS









A decent conversion of a great 3D action game. It's only bettered on the Saturn by the amazing Exhumed. *Thankfully, it's a hundred times better than* Doom *was.*










A bad conversion of a great 3D action game. Far too jerky and slow to be much fun, this will just get on everyone's nerves until they switch it off.



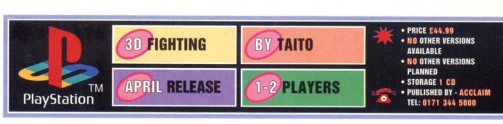












A new 3D beat 'em up with a novel twist – these fighters can float! Join the Psyber Warriors in the battle for the future of mankind.

PSYCHIC FORCE

Last year Taito entered the arcade 3D fighting genre with a novel twist. Thinking the market was a little over-crowded, they needed their game to be just a little bit different – and it is. Set inside a cubed arena, these ESP-enhanced fighters have the ability of flight! Enter this new dimension of fighting, as the nine Psyber Warriors battle for the fate of planet Earth. Unleash and master their special abilities – to become the champion of the cubed arena. You too will believe a fighting game can fly!





THE STORY OF THE PSYBER WARRIORS

Psyber Warriors are among us, with specialised ESP powers – psycho-kinetic, clairvoyant and telepathic. In the year 2010 secret organisations engage in psychic research. Those who possess the power are restrained by governments, who see their military potential. Forbidden to return to their normal lives, the Psyber Warriors are treated like laboratory experiments. Finally they rebel – under the leadership of the warrior known only as 'Keith'. This all-powerful Psyber promises them a new world, but the ideal is twisted when their leader declares war on mankind. Now the Psyber Warriors must battle for the future. For us – the very people who once sought to destroy them!







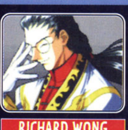
BURN GRIFFITH

Age: 18
Birthplace: USA
Gender: Male
Occupation: High school student
Ability: Blaze
Psychic Powers: Flame Shoot, Exploder, Triangle Heat, Burning Rail, Guard Phoenix



EMILIO MICHAELOV

Age: 14
Birthplace: Russia
Gender: Male
Occupation: Subject for ESP development
Ability: Light
Psychic Powers: Shining Arrow, Prism Reflector, Seeker Rays, Prism Seal, Arch Angel



RICHARD WONG

Age: 34
Birthplace: Hong Kong
Gender: Male
Occupation: President of a trading company
Ability: Time
Psychic Powers: Dimensional Wink, Destiny Selection, Illusory Imagery, Baptism of Admonition, Perfect World



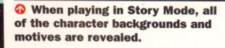
BRAD KIRSTEN

Age: 24
Birthplace: Germany
Gender: Male
Occupation: Unknown
Ability: Psychokinesis to move objects
Psychic Powers: Meteor Hammer, Mega Pressure, Gravity Infinity, Asteroid Belt, Satellite Fall



SONIA
(SPIRIT IS CHRIS RYAN)

Age: 17 (externally)
Birthplace: None
Gender: Female
Real self: Artificial life object
Ability: Electricity
Psychic Powers: Electrigger, Magnet Anchor, Gigantic Drill, Teledist Charge, Execution

When playing in Story Mode, all of the character backgrounds and motives are revealed.



Burn saves Wendy and the others, who's minds are being manipulated by the evil Keith.







Burn's Guard Phoenix. Flame On!

PSYCHIC ATTACKS

All the characters use psychic power to engage in combat with their opponents. All the fighters have a long range projectile as a standard attack, with five psychic power attacks to cause some real damage. There are only two attack buttons – heavy and light., with two other buttons used to control guard and dash. Psychic power attacks are inputted by *VF* and *SF*-style commands – single or double taps toward or away followed by a heavy or light attack. Although the characters are 3D the fights play in a 2D fashion. The fighters can move through 360 degrees, but on a single plane. For this reason, *Psychic Force* feels very reminiscent of *Street Fighter*.







Brad summons forth rocks, which can be smashed against opponents.



Some psychic attacks require several stages to set-up, such as Emilio's Seeker Rays...



...first he must generate the Prism Reflectors around his enemy...



...then he unleashes a Seeker Ray which bounces off all the reflectors! It's fry time!





NOWHERE TO RUN TO BABY - CUBED ARENA

The Psyber Warriors fight inside a cubed arena. Formed by psychic energy, the invisible walls entrap the fighters. All characters have their own stages, the locations are still visible through the walls of the arena (the Kekkai). Just like *Fighting Vipers* – forcing your opponent against a wall causes extra damage. Because these characters float there is no jumping in to begin combos. Whichever way the player pushes on the D-pad is the direction the characters move within the 3D space. Don't worry, when in the Kekkai the characters always remain upright – so you don't have to worry about landing on your face!



Tiny Tots – Wendy and Emilio battle it out. Emilio's about to be pinned.



Burn is pinned to the wall. The easiest way to score some combo hits.

WENDY RYAN

Age: 15
Birthplace: Australia
Gender: Female
Occupation: High school student
Ability: Wind
Psychic Powers:
Air Crescent 1 & 2, Silfeed Dance, Voltex Stream, Earth Gale

KEITH

Age: 34
Birthplace: USA
Gender: Male
Occupation: Head of NOAH (Psychic group)
Ability: Freezes Objects
Psychic Power:
Frigid Trance, Frigid Pine, Frigid Prism, Frigid Seal, Blizzard Toss

GATES OLTMAN

Age: 37
Birthplace: USA
Gender: Male
Occupation: Soldier
Ability: Weapons
Psychic Powers:
Boost Arm, Pile Banker, Stanko Radar, Plasma Cannon, Orange Missile

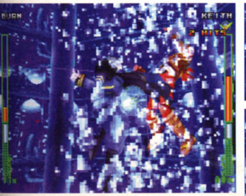
GENMA RIKUDOH

Age: 53
Birthplace: Japan
Gender: Male
Occupation: Monk
Ability: Magic
Psychic Powers:
Renenfu, Onibidama, Korajyu, Fugojyu, Jyubakusatsu

REVIEWER

Psychic Force **is a relatively unknown arcade game on these shores, but was quite a hit over in Japan. It's easy to see why, Eastern influences are very prominent. I feel that Western audiences have missed out on a great game. This may not be the most advanced fighter in terms of graphics, moves and even gameplay – but it is enjoyable. The game isn't even too much of a challenge, and the concept and style is even dated. I don't know why I still like it – but I do. I like it loads! Perhaps the simplicity is so appealing? Maybe. Eventually it's the playability. This game may take a step backward and away from current fighters – perhaps taking the genre up another path. Who knows, that could be a good thing!**

ALEX HUHTALA



Keith Vs. Burn. A battle of fire and ice!



RATING

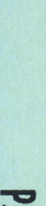




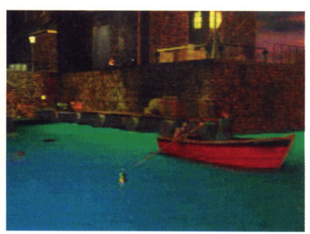


Very mixed opinions in the office over this one. It's not pretty or advanced but plays incredibly well – if a little dated. Enjoy!











ADVENTURE

BY PSYGNOSIS FRANCE

MAR RELEASE

1 PLAYER

- PRICE £44.99
- PC VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - PSYGNOSIS TEL: 0151 282 3000

Pretty French girls, we love 'em. They're just so French! We've had our favourites over the years, now there's another added to our list – Miette, the star of this movie adaptation from Psygnosis.

The City Of Lost Children

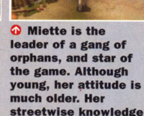
Movie licensed games are a dubious bunch. From the highs of *Die Hard Trilogy*, to the lows of ...(insert the name of any hit/big budget action film from the past ten years here). *The City of Lost Children* is also based on a hit film, being French most of you probably haven't seen it. Those who did were treated to a wickedly inventive dark fairy tale. Being the tale of the young Miette, an orphan who discovers the secrets of the city. The game follows the plot of the film very closely – which is not surprising considering that lots of the films crew were involved with the making of the game. So could this be the best ever movie to game conversion? Just read on...

I'M READY FOR MY CLOSE UP

The city is a dark and mysterious place. There used to be lots of children here, but now only a handful remain. What's causing this? Could it be the large vans that drive through the streets at night? Or perhaps something else more sinister. It is up to Miette the young orphan to find out. On her journey she will only be aided by a handful of adults, and she must find a way to out-wit the more deviant types. Most important of all, she must not be captured!



Cyclops are so called because they wear an electronic device called an Optacon which they see through. Miette exploits the Cyclops' sensitive hearing to escape their clutches.



Miette is the leader of a gang of orphans, and star of the game. Although young, her attitude is much older. Her streetwise knowledge usually helps keep her out of harm's way.



Pieuvre is the wicked headmistress of the orphanage. A pair of Siamese twins who force the orphans to steal for a living.



One is a circus strong man, who's little brother has gone missing. If Miette could help One, he might return the favour.



The first job is to steal from this room.

Miette must get past this cyclops, make a noise!

PHWOOOAR GORGEOUS

The graphics in *City of Lost Children* are some of the best we've seen in an adventure game. The locations are stunningly realised, rendered, and light-sourced. All characters are motion-captured, with the movement of Miette being especially convincing. All of the graphics are high resolution. Add digitised sound from the films and the result is incredibly faithful to the original film. The French language version of the game even has the majority of the original cast, adding their voice talents to the digitised mix! Unfortunately, the English version doesn't allow you to play the game in French.



STAY ALIVE AND I WILL FIND YOU!

Being a point-and-click adventure most of the game revolves around Miette finding objects, then using them in the right place. Most of the puzzles are relatively logical. You should also listen to the other characters mumblings for some subtle clues. At the start of the game Miette has to break into buildings, stealing valuables for Pieuvre. Once these tasks have been completed more serious problems arise, wMiette having to piece together the clues leading to the lost children.



There are some useful objects here. Time it right!

REVIEWER

Upon first viewing, *City of Lost Children* is a very impressive game. Unfortunately after a short while you discover there isn't much of a game here. Miette's movement is slow – making most tasks rather tedious. While most objects found have to be used precisely in the right location, no room for error. The biggest flaw is the incredibly short playing time. This is the shortest adventure game I've ever seen. Even more annoying is that it ends just as the game is getting interesting. Then I remembered the game comes on one CD, and with these graphics – there had to be a catch. To really experience the *City of Lost Children*, go buy the movie instead!

ALEX HUHTALA











Beautiful looking, but at a price – there's nearly no game! If only the adventure was bigger. Think of this more as an 'interactive' CD.



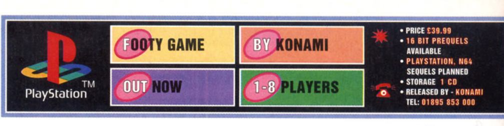












Back in the old days, one football game reigned supreme. *International Superstar Soccer Deluxe*! And now it's bound for Sony's wonder. Perhaps a little too late?



The Konami bank account must be looking a bit bare at the moment, and they need to stick a few zeros on the end of the balance before they start releasing their big titles. Hence the reason for their old SNES classic *Deluxe* to have popped up on the release schedule. The reason it became so popular was not due to flash graphics or commentary, but because once you picked it up to play, it didn't go back down again until all the skin from your fingertips had been worn off and bones were poking through. Now Konami are hoping that the same thing will happen for their PlayStation version.



LOMAS, TO GUISE, TO DAVIES...GOAL!

If you fancy creating your Sunday morning team in the comfort of your own home, but without the annoying crap bloke who always ends up in goal, this game lets you do that. Simply select 'Team Edit' and change away. It's as easy as that! England can now feel safe in the knowledge that qualification for the 1998 World Cup is guaranteed when Ed "Shearer" Lomas and Jaime "Gazza" Smith are in the team.



▲ It's time England got a decent line-up, so here they are. And look, straight away, an awesome goal by the Micro Goblin!

IN AT THE DEEP END

If you fancy taking on an impossible job, similar to that of Stuart Pearce at Nottingham Forest, or Frank Clark at Man City, then head straight for the scenario option. You have the choice of 12 preset games, where you take over a team that is is in need of a last minute goal, or equaliser. The teams are already set for you, and the time remaining and the whereabouts of the ball are also indicated before you begin. All you have to do is stick one in the old Onion Bag, and save your team mates!





This is the easiest way to score in ISS, but we recommend it you only as a last resort!

WHO CARES IF IT'S CHEESY?

Scoring with the same method is something that regularly scars football games. The goalkeepers seem to flap at crosses from certain angles or shots from the halfway line will always go in. Unfortunately, the same happens in *Deluxe*. Pick up the ball on the edge of the box and run diagonally across to the other side, keeping near the penalty spot. The keeper will come out to claim the ball from your feet, so hold the dash button and hit shoot and you'll fire the ball into the back of the net, away from his grasp. Edam anyone?





REVIEWER

I can understand why Konami have chosen to release this, but I can't fathom why they would want to release the far superior *Pro* only two weeks after this one. OK, I'm not exactly a closet SNES lover which is why my affection lies with the 3D tricks from *Pro*, but if you do still have a yearning for ISS, you'll love this as its a straight conversion. But that also means that the graphics only look SNES worthy, and the animation remains virtually identical too. The commentary is good for a while, but soon becomes rather dull. So take my advice. Skip the rest of this page and move onto *ISS Pro*. Now that's a proper football game.

STEVE KEY

SCORCHIO!



Commentary in football games is now something you expect just as much as there being 22 players kicking a small leather ball about. Deluxe heads for the novelty value in this respect, with William Toffington-Smythe Esq. providing the dulcet tones. Put it this way, Barry Davies and John Motson won't use phrases like "Scorchio!"









If you want some sort of reminder of how things used to be, back in the days of SNES vs Megadrive, this ISS may please you. Realists should plump for Pro instead.

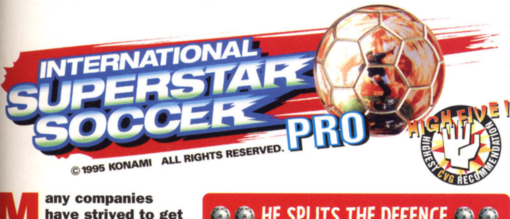
PlayStation™

FOOTY GAME | BY KONAMI | APRIL RELEASE | 1-4 PLAYERS

- PRICE £44.99
- 16 & 32 BIT PREQUELS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - KONAMI TEL: 01895 853 000



First they release the middle-aged version, then Konami hit you with the fresh-faced youngster, *ISS Pro*. One of the best 16-bit footy games ever gets the 3D treatment!



HIGH FIVE! HIGHEST CVG RECOMMENDATION

Many companies have strived to get the perfect football game. Whether it be 2D, 3D or a management title, everybody and their dog have had a go. The people who got closest to it so far, are Sega with *Worldwide Soccer*, but as for PlayStation owners, well they've had to make do with *Olympic Soccer*. However, Konami have dusted off the ISS license once again, in a bid to give the 'Station what it needs: a quality soccer sim. With the improved specs and a machine with greater power to work with, they can't go wrong can they?

IN THE BOX, IN THE BOX!

Perhaps borrowing this from Olympic Soccer, ISS Pro now has a cross button for you to utilise. It doesn't work as well as in the aforementioned game, but it comes off once in a while resulting in some very spectacular goals. Hit L2 as you are anywhere around the penalty box and the cross will float over begging to be hammered home. Get on the end of it and sit back before basking in your glory!



Mastering the crosses is difficult, but you'll soon have overhead kicks, diving headers and volleys flashing all over the place!

HE SPLITS THE DEFENCE

A new feature added to Pro, is the through ball. By pressing the triangle button when you have control of the ball, your player hits a pass into the path of your on-running team mate. If timed correctly, this can split defences in half and put you one on one with the goalie. Sometimes however, defenders will intercept and begin a counter attack, so it's important only to use them at the right times.

▲ The centre of the pitch is where the through balls work best from. Use the radar to see where your forwards are positioned, and feed the ball to them.

HEADS, SHOULDERS, KNEES AND TOES...

The players in some football games obviously have superglue on their feet, because no matter which direction they go in, the ball never goes out of their control. Thankfully, this doesn't happen in Pro, because you actually have to get the ball down before you can do anything with it. Mis-controlling is also common place, but feints and turns can be slipped in to fool hapless defenders.























These are just a selection of the moves you can pull off in *ISS Pro*.

REVIEWER

The best way to describe this is a cross between *ISS Deluxe* and *Worldwide Soccer*, and if that doesn't sound like football heaven to you, I don't know what does! It looks like a footy game should. Nothing too fancy, and yet enough to fool you into thinking you're there. And coupled with the AI – players make intelligent runs off the ball for you – it gives a good feel of realism. But it also has that same addictive qualities that *Deluxe* had, enough play modes to prevent boredom and a perfectly pitched difficulty setting – it starts easy but gets considerably harder. Overall, top marks go to Konami!

STEVE KEY

THERE'S ONLY ONE SMALL BLONDE EGG-BEATER

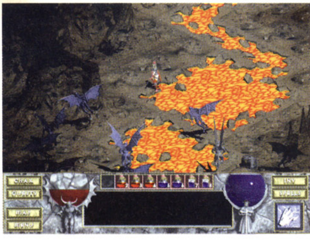
Keep a close eye on the line-ups at the start of each match, and you may well recognise a few of the players. The unmistakable Valderrama from Columbia, the White Feather from Italy and our own Mars Bar loving Gazza are a few of the well known stars on view, and even the England keeper has a tacky Village People type 'tache!







Pretend Deluxe was an illusion, and realise that Pro is THE best football game for the PlayStation. It's a much used cliché, but it's the only way to describe it.





ACTION RPG | BY BLIZZARD | OUT NOW | 1-4 PLAYERS



- PRICE £34.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - ZABLAC TEL: 01626 332 233

After *Warcraft* and *Warcraft II*, Blizzard have gone back to the roots of role-playing in this awesome D&D-style quest!

DIABLO

Blizzard Entertainment have already shown they know their Orc from their elbow in the *Warcraft* games, but whereas they were mainly strategy-led titles Diablo takes more of a questing tack, as in role-playing board games. It starts off with you selecting a character then guiding them into a dungeon full of increasingly malevolent creatures. You're sent on various mini-quests during the game, slaying a cursed king, finding magical armour and so on, but your ultimate goal in *Diablo* is to confront the Dark One himself! Traditional stuff, obviously, but Blizzard have spritzed up the standard RPG action with some superb presentation and plenty of surprises – including an Internet-driven multiplayer game!







How handy! You can overlay the automap on the main display.

CATACOMBS OF THE DAMNED!

Diablo is set in the sleepy village of Tristram which consists of a few houses, a blacksmith's forge, an inn... and a desecrated cathedral whose catacombs lead straight to Hell! Beneath the foundations of the cathedral there is a vast, multi-levelled labyrinth of halls and dungeons each of which is overrun by the servants of Satan in their many diabolical forms. Your main concern is simply finding the exit that leads from one level down to the next, but many of the stages also hide some kind of secret treasure, a weapon perhaps, or a clue to your next quest... or one of Diablo's lieutenants who will strip the flesh from your bones as soon as look at you!





Between battles you can nip back to Tristram to stock up on potions and weapons at the shops, or ask the inhabitants for advice.

WARRIORS OF THE WASTELAND!

Usually fantasy role-playing board games give you legions of different character-types to play as, but Blizzard have simplified things for *Diablo*, cutting the choice down to the three obvious variations. Each has their own skills and weaknesses which have a strong affect on the tactics you have to use during the game. As you make progress, the characters gain experience and when they reach a certain level you get five points which you can use to boost certain skills which may be lacking. It's a standard D&D detail which features in most Action RPGs no matter which format they take.



The level-up symbol means it's time to upgrade your stats.



Sorcerer
Sorcerers are physically weak, but with a few spells under their belts their magical skills are usually defence enough.



Warrior
Warriors are best suited to hand-to-hand combat and they're tough enough to take a few knocks as they hone their fighting skills.



Rogue
Rogues come somewhere between the previous two character classes, having both magical and physical combat skills.











DIABLO

REVIEW

WEAPONS OF THE MIGHTY!

In *Diablo*, each time you hack down a demon or open a chest there's a chance that you'll be rewarded with a purse of gold or, better yet, some useful item to add to your inventory or to trade in Tristram. Weapons and armour are always welcome for warriors or rogues, and sorcerers like nothing better than a spell scroll or book. Best of all, though, are the unique items that combine the work of armourer and magician – weapons or armour that are blessed with a mystical power. In battle these can boost your skills, making a hit more likely, or a blow more devastating, and if you ever feel the need you can sell them in the village at a massive profit.

Barrels are often a source of cash or goodies, though sometimes they explode in your face!



Ker-ching! When a monster is slain, the contents of his pockets are yours. That's if they're of any extra use.











So many spells to choose from. Some are on scrolls and can only be used once.



Your inventory box is quite small, but you can keep nipping into town to sell surplus gear.

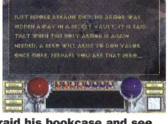
NETWORK OF THE GODS!

One of *Diablo*'s best features is its multiplayer mode which allows you to undertake a quest with the aid of (or even in competition with) a bunch of networked co-heroes. Connect four PCs by serial cables or an IPX network and it's almost like a four-player game of *Gauntlet*, only with better graphics and a lot more depth. Two players can play over a modem connection, and if you have an Internet connection you can hook up to Blizzard's Battle.net server where *Diablo* players from around the world can chat and go a-questing with each other. On Battle.net you can set up a private, password-protected game for you and your mates, or join in an unrestricted game with some complete stranger.

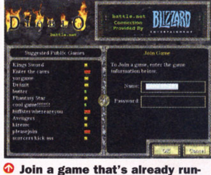
Multiplayer quests only consist of the full game if all the players own Diablo. *You can 'spawn' mini versions of* Diablo *on other PCs, but spawned copies of the game only let you play the first two levels, and the only character you can use is the warrior. Also, because the game runs from the hard disk rather than the CD-ROM, the install takes up nearly 50Mb!*







Zhar The Mad – raid his bookcase and see what happens.



Join a game that's already running or set up your own.



The Battle.net front screen shows who's online and lets you chat.



The trouble with being a Battle.net beginner is that there's always some more powerful guy in the game who wants you to follow him. Bloody show offs!

REVIEWER

No doubt the real D&D anoraks will despair at any references to *Diablo* being a traditional RPG because, in many respects it's just a simple battle game. There isn't much brainwork or strategy required beyond deciding which weapon to use for a particular foe. The quest elements are quite basic really, and the fact that the levels are always randomly generated the first time you enter them has limited the scope for placing genuine puzzles in the labyrinth. Having said all that, the action-packed combat and the endless desire to reach the next level, build my character and stock up on more fantastic weapons have all proved strong enough to hold my attention and keep me coming back for more. What really sets the game off, though, are the superb torch-lit 3D graphics, which, combined with the eery soundtracks, provide the perfect sinister-dungeon atmosphere. I enjoyed this almost as much as *C&C: Red Alert*, and if you played that one to death over Christmas I'd recommend you try *Diablo* next.

PAUL GLANCEY











A very slick and very addictive variation on old-fashioned role-playing games. Don't miss it!



PC CD ROM	3D ADVENTURE	BY SHINY
	APRIL RELEASE	1 PLAYERS

- PRICE £39.99
- NO OTHER VERSIONS AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY INTERPLAY TEL: 01628 487758

Slip into your skintight coil suit, strap your chaingun to your face, and enter *MDK*!

M*DK*. What can it *really* mean? A quick glimpse at the game would confirm the common theory of Murder Death Kill, with a strange character in a dark world, armed with loads of different weapons. Then you'll notice that you can create one foot-tall mushroom clouds, call upon a dog in a spaceship, and chase screaming boxes around the level. Just forget what it means, and play it.

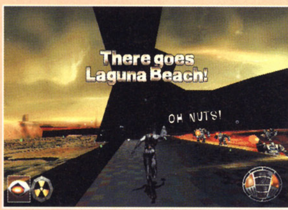


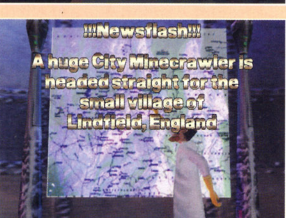




SAVE THE WORLD!

MDK doesn't give you as long as you want to complete each level, as there's always a massive minecrawler tearing through a major city as you play. In the bottom-right corner of the screen, around your energy unit, is a green bar which indicates how many innocent people have been killed by the minecrawler. Take too long and the entire city is wiped out! After a few attempts at a level, you can learn exactly how to do it in the time allowed.





MASTER DA KONTROLS!

The start of the first level works as a simple training ground, letting the player get used to some of the skills needed regularly during *MDK*. For example, in the sniper training bit, you need to pick off enemies on the top of a distant building by shooting the small targets out of their hands! You also learn to use some of the power-ups, like the hand grenade.







Zoom in as close as possible and shoot the targets from the hands of the aliens. You must time it just as they raise the target to their face!

THE ALL-IMPORTANT WEAPON!

Part of Kurt's strange 'coil suit' is his weapon. While he normally has it on one of his hands, it can also be connected to his mask to create the sniper helmet.

Attaching the weapon to Kurt's mask, the view switches to a first-person perspective, letting players see everything from Kurt's position. It's then possible to zoom the view for miles across the playing area, closing in on an exact part of an enemy who doesn't even know you're looking at them! In this mode, Kurt fires single, more powerful shots which can take an enemy's head off with just one accurate hit! Also, the collision detection means that it's even possible to shoot their arms or legs!





With the weapon attached to Kurt's arm, it works as a rapid-fire chaingun. You have unlimited standard shots, but can collect the Super Chaingun which increases the weapon's power immensely for up to 300 shots.





In sniper mode you can zoom in on the eyeball of an enemy miles away who doesn't even know you're around, then shoot his head clean off!





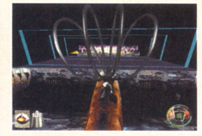




THE PROS AND CONS OF HANG-GLIDING

Kurt's futuristic suit has some very interesting features, not least of which is his parachute. By jumping and holding the button down, Kurt will release strands of ribbon which work as a parachute. While gliding, Kurt can use his chain gun and all other power-ups.





Gliding is a skill you need to master early on in the game. Later, you need to float from updraft to updraft, like *Pilotwings*.

NOW ENTERING EARTH'S ATMOSPHERE!

At the start of every level, Kurt must freefall down to the new location. In these sections, a green radar beam is fired to pinpoint his location, then launch homing missiles at him. You need to dodge both the radar and missiles while trying to collect the power-ups attached to their own little ribbon chutes. These stages don't last too long, and are just introductions which determine how much health and which power-ups you start the main level with.

The freefall sections look particularly good because of the true 3D Kurt model, rather than the sprite version used in the main game.





Here you need to lob sniper mortars into a building through the chimneys!



These black boxes look out for you, then roll off to alert other enemies to your presence!

STREAM THY LAST STREAM

At the end of each level, the stage breaks away and Kurt must freefall through the streams to his debriefing. These are much like the regular freefall stages, only there are no dangers to worry about. You just need to avoid the sides of the tube to make it to the end, or until you are pulled out by Max the dog.

OW! ME FOOT!



An injured enemy just staggers around looking for help. Shoot his friends!

One of the coolest features of *MDK* is the way that the enemies react to different events, rather than standing around waiting to be shot. For a start, they don't instantly die whenever they're shot anywhere on their body – you can shoot an enemy's arms off, or even shoot them in the foot so that they limp around. Also, the enemies are supposed to work together, so when one bad guy gets injured, those around him come to help! And they'll often hide behind objects, then peep their head around the corner to see where you are – just line up a sniper bullet and take their heads off!

The collision detection is so accurate that you can shoot the arms off an enemy from the other side of the level!









WHEEEEEEEEEEEEEEE!

To break up the game even more, there are some sections where Kurt slides down long tunnels as though he's riding a water flume! By leaning forwards or backwards, it's possible to control his speed as you try to collect the long line of health power-ups on the way down.



If you want to finish the level in time, ignore the health and bomb your way down!



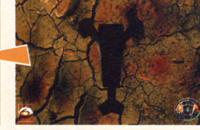


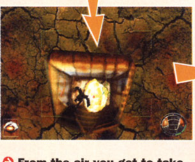


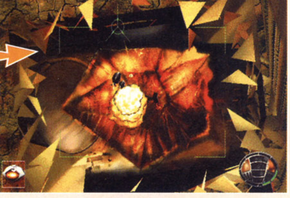


A selection of lovely screenshots showing off the variation throughout *MDK*.

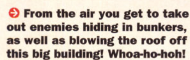








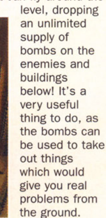
From the air you get to take out enemies hiding in bunkers, as well as blowing the roof off this big building! Whoa-ho-hoh!





UP UP AND AWAY!

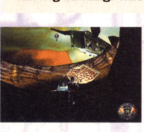
You don't need to play all of *MDK* on foot, as there are some sections which break the game up a bit. For example, there are small control pillars in some areas which, when shot, call a big drop ship to land nearby. By jumping inside, Kurt can fly around the level, dropping an unlimited supply of bombs on the enemies and buildings below! It's a very useful thing to do, as the bombs can be used to take out things which would give you real problems from the ground.















SURFING MDK!

Near the start of level 4, getting rid of one of the larger robots means that Kurt can climb onto a spare hoverboard, then smash through a wall on it! There follows a chase down a long slope, while gunners and alien boarders attempt to get rid of Kurt!

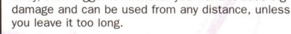








WORLD S MOST INTERESTING BOMB



This one's particularly interesting – drop it and run away, then trigger it whenever you want. It does big damage and can be used from any distance, unless you leave it too long.

HAND GRENADE

The hand grenade's pretty simple – throw it at something, and it explodes! Can hurt Kurt.

MORTAR

The mortars are used in sniper mode, and bounce around like grenades. You often need to lob them through small gaps in walls or windows.

SNIPER GRENADE

The sniper grenades work like standard sniper shots, only they explode when they come into contact with anything.

HAMMER

This giant hammer repeatedly bashes the floor to create a massive earthquake which does big damage to everything nearby. You don't come across this one often, but it's VERY useful.

COLLECT MORE AMAZING POWERS!

One thing missing from the preview versions of *MDK* we played were the power-ups. Not only are they very useful, but they also add a good touch of humour to the game.

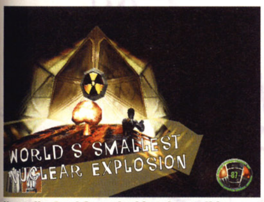






With the Bones Airstrike loaded into the sniper helmet, select a target and fire. You will then call the friendly dog to fly in over your head and drop loads of bombs on your target!

At this point you need to run across a giant shooting range, avoiding the alien lasers aimed at the cardboard humans! Climb on a giant gun and fire yourself through the window!



Normally used for unlocking doors, this really is a small explosion! When thrown it rumbles, then produces a 1-foot tall mushroom cloud, complete with shockwave! You often need to search around for them.



Kurt throws an inflatable drawing of himself which then trundles around the level, fooling the stupid enemies. It also makes a brilliant squeaking noise as it rolls around!



The super chaingun is one of the best power-ups to find. It gives you 300 mega-powerful shots which take out most enemies far quicker than the standard gun will. Worth hunting down.



Health appears in the form of different pieces of food – apples for 10%, chickens for 50% – plus there's a super health power-up. This can increase your energy to 150%, but whenever you go to pick it up, it screams and runs away! Keep chasing until you get it!

REVIEWER

I like this a lot. *MDK* may not be the most "free" game ever, but it's got so many clever ideas in it that it can't fail to impress. Every room is a brilliant set-piece completely different from the last, and the unique style of the graphics gives the game an excellent feel. The sniper helmet is a fantastic idea, and really shows off the quality of the game engine, as the graphics stay perfectly sharp from any distance. The music is also brilliant, with a movie-like orchestral score and some wacky choices of music for the bosses (wait 'til you hear the final boss music!). The puzzles are never so tough as to leave you stuck, and the action is balanced so that each time you play, you can get a bit further. There's not been a PC game with so much style, character, humour, and entertainment in it for a long time.

ED LOMAS

RATING






Completely weird, very original, and totally stylish. A top-class game which entertains from start to finish.





DRIVE 'N SHOOT | BY SINGLE TRAC | OUT NOW | 1-2 PLAYERS



- PRICE £44.99
- PLAYSTATION PREQUEL AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - SONY TEL: 0171 533 1400

Perhaps the best way to describe *Twisted Metal 2: World Tour* is "Destruction Derby with ridiculous guns!" Start your engines!

TWISTED METAL 2 WORLD TOUR

The first *Twisted Metal* game was released just over a year ago, and this new *World Tour* edition has the same basic idea – blow everyone else up from a suped-up car! Racing around major cities, destroying world-famous monuments, and launching vehicles through the air with massive bombs! It's not exactly the most complicated game ever, but promises even more action than the first *Twisted Metal*!



THE WORLD TOUR!

There are eight locations around the world you can fight in, each one with different characteristics. For example, Holland is very open, while the Hong Kong streets have many tight corners. Each one also has a special feature or two:



In Paris, you can teleport up the Eiffel Tower and drop a bomb...



Then trigger it from a safe distance, avoiding the other vehicles...



And the top falls to make a bridge to the roof of a nearby building!

THE TWISTED DRIVERS!

As in the original *Twisted Metal* there are twelve characters, each with their own vehicle, attributes and special weapons. With the use of cleverly-hidden codes you can also play as two secret characters. On the car select screen you can call up information about each vehicle, letting you compare statistics and pick whichever one would be best for you. Otherwise, just pick the one you like the look of.



This enormous tank is Minion, the other secret vehicle. It's great fun!



Mr Slam's JCB picks up opponents and bashes them into the ground repeatedly!



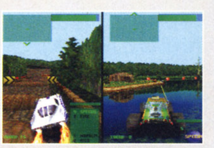
Axel just stands between two tyres, using rocket launchers on his shoulders!



Fall off one of the buildings on the New York stage and you'll see a secret code written in the lights. Use it to play as Sweet Tooth!

TWISTED JET RIDER?

There are a few excellent cheats in *Twisted Metal 2*, with hidden moves, secret characters and even some cool new 2-player tracks. The most interesting of these is a cheat that lets you play one of the *Jet Rider* tracks!



On the secret Jet Rider track, the cars drive on the water! It's too small to be much fun.

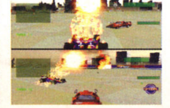
SPLIT-SCREEN DEATH!

The 2-player split-screen mode is the best part of the game. Both drivers choose a car, then spend the whole time trying to destroy each other!

REVIEWER

Strangely enough, this is one of the most popular games in America at the moment. Without being too offensive, it's possible to see why, as this is exactly what we've come to expect from American developers – "rockin" music, wacky characters, explosions, and mindless destruction. While it's fun for a while, like the first game it isn't going to last very long at all, even in multi-player mode. The graphics aren't great, but work well enough most of the time, and the sounds are okay. There are some excellent touches – being able to blow the top off the Eiffel Tower, for a start – but the handling of the vehicles means that you spend ages flying through the air with no control over where you're going! It's certainly fun every now and then, but when you're having to fork out over £40 for a game, you're likely to want something which is going to last you a bit longer than this. Your best bet is to hire it out whenever you feel like a go. ED LOMAS















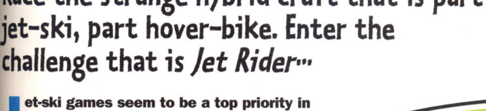
Can be good fun at times, but certainly not a game worth paying loads of money for.





PlayStation™ | RACING | BY SINGLE TRAC | OUT NOW | 1-2 PLAYERS

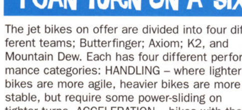
- PRICE £44.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - SONY TEL: 0171 287 7803



Race the strange hybrid craft that is part jet-ski, part hover-bike. Enter the challenge that is *Jet Rider*...



Jet-ski games seem to be a top priority in most software R&D departments at the moment. With Sega, Namco and Nintendo all challenging each other to become king of the waves. Sony of America enter this heavyweight bout with their latest offering, the strange hybrid racer *Jet Rider*. Rather than opt for a jet-ski simulation, *Jet Rider* includes a slight twist with the introduction of the hover bike. You still race across the waters, but you can race over more solid ground too. Gentlemen start your hover/jet/bike/ski thingies!



I CAN TURN ON A SIXPENCE

The jet bikes on offer are divided into four different teams; Butterfinger; Axiom; K2, and Mountain Dew. Each has four different performance categories: HANDLING – where lighter bikes are more agile, heavier bikes are more stable, but require some power-sliding on tighter turns. ACCELERATION – bikes with the faster acceleration, don't always have the quickest top speed. MASS – With weight on your side, you have more chance to unseat the opponents. A lighter bike, and you're usually the victim. Finally LIFT – the strength of the suspension field which supports the bike. Vital for getting 'big air' off jumps. To gain top speed, you need to stick to the ground.



Quick Jessie belongs to K2. Lovely stats!

TREE HOUSE OF HORROR

The *Jet Rider* courses are some of the most difficult we've seen. Covering ocean, swamp, mountain and ice. A particularly lethal aspect of these circuits are the really tight corners. Luckily you have a special tool on your bike to tackle these – the magnetic grapple! This device allows you to turn sharply, without losing vital speed. When you hit a tight turn look out for the large magnetic poles, fire your magnetic grapple, and hang on.

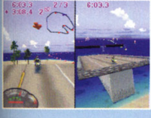


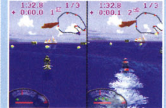
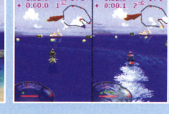


INTO THE MUD SCUM-QUEEN!

There are loads of different race styles included in *Jet Rider*. Ranging from the single race to the full season. Better is the custom circuit option, which allows you to change the rules for each race. Here you can juggle between rally and elimination modes. Even better is the split-screen two player option, where it's one-on-one battles ahoy. A cheat on completion of the game, also allows you to race in two player mode against the other eighteen riders too.





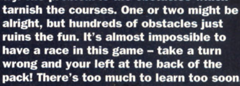


When the computer is controlling them, Technician, The Max and Quick Jessie prove to be the best Jet Riders.





REVIEWER



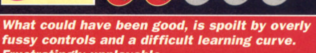
I'm going to jump right in and say *Jet Rider* is one of the most frustrating games I've ever played. Not that I didn't try. The problem is the obstacles which tarnish the courses. One or two might be alright, but hundreds of obstacles just ruins the fun. It's almost impossible to have a race in this game – take a turn wrong and your left at the back of the pack! There's too much to learn too soon, with the earlier courses being much harder than some of the later tracks. Stupid. The best racers have excellent learning curves, *Jet Rider* doesn't. What could have been good was to divide the races between jet-ski, motorbike, etc. Instead merging all these vehicles together is a bit of a mess. If you want speed thrills on your PlayStation get *Wipeout 2097*. If you want to smash your PlayStation *Jet Rider* could help you along!

ALEX HUHTALA

RATING





What could have been good, is spoilt by overly fussy controls and a difficult learning curve. Frustratingly unplayable.





You wait ages for a novel, original racing game to come along, then two arrive at once! Psygnosis, with a wealth of success in this particular field behind them, attempt to prove that they are the masters of driving sims once and for all. *Monster Trucks* is probably the only area of competitive racing they haven't covered, so deciding on what to program next was probably one of the easier decisions they will ever make. As far as racing games go, it has all the accepted options. Lots of different tracks (Ice and Lava levels for instance), and nine cars to choose from, with a gratuitous blond bimbo driving one of them. Not necessarily a bad game, then.

ME CAR BLOWED UP!

Each of the trucks you can choose to race as are categorised into five sections: acceleration, grip, turn, weight and armour. May we take this opportunity to suggest that you pick a car that has high weight and armour because even though they have poor handling, you have enough strength to withstand a bashing form other vehicles and the surrounding terrain. Pick a lightweight van and you'll soon find yourself being toasted alive as you go up in smoke.





PASS THE SICK BAG

If you're driving off road, chances are you'll probably fall down some sort of cavern than even a Monster Truck could not get out of. So the programmers have added a very handy rescue team who come and fish you out. Pressing triangle calls the helicopter which basically winches trucks back onto the track. It wastes time, but at least you return to the right path!





4X4 OFF ROAD	BY PSYGNOSIS
MARCH RELEASE	1-8 PLAYERS

- PRICE £39.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - PSYGNOSIS TEL: 0151 282 3000

Stick big wheels on some clapped out old banger, and suddenly you've got a Monster Truck! The only cars that require a step ladder to get into the drivers seat.

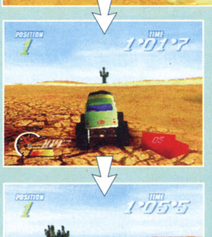
MONSTER TRUCKS

CUTTING UP THE OPPOSITION

The object of each race is to cross through a set number of checkpoints finishing as high up the ranking as possible. An arrow in the bottom right corner of the screen directs you straight for these checkpoint, but not necessarily the best route to get there. The computer controlled cars always stick to the track, and hardly ever go off road, so cutting corners can shoot you up four or five places at a time. But you have to plan these carefully, otherwise you'll get stuck and end up last all the time.

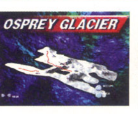








By simply cutting off this small corner, you can go from being fifth or sixth and shoot straight up to first. Computer opponents never follow you or take these short cuts, so make use of them as often as possible.





REVIEWER

Credit to Psygnosis for trying something a little different, but at the end of the day, it didn't do much for me. The graphics look nice enough, but the 'pop-up' for some stages is pretty bad, somewhat spoiling things. The collision detection on some of the stationary objects is quite dodgy too. Having said that, it has quite a distinctive feel to it, and I dare say that it's how I would imagine a real Monster Truck to handle like. *Monster Trucks* isn't a bad game, but having played so many better driving titles on the PlayStation – *Wipeout* for instance – I'd go for one of those instead. STEVE KEY



RATING





Certainly the best example of a big truck scramble so far. But with better racers already available, this comes as a disappointment by comparison.



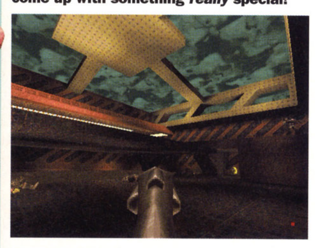


PC CD ROM	ADD-ON	BY HIPNOTIC	AVAILABLE • NO OTHER VERSIONS PLANNED • STORAGE 1 CD • RELEASED BY - ACTIVISION TEL: 0181 742 9400
	MAR RELEASE	1-16 PLAYERS	

Oh great... a *Quake* add-on pack. Another set of dodgy levels made by kids on the internet. What? Created by 3D Realms employees and endorsed by id Software? Now that's a different story...

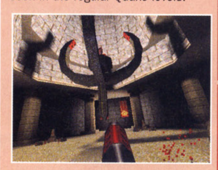
QUAKE MISSION PACK

The one place where *Duke Nukem 3D* is definitely superior is in single-player mode. For some reason, *Quake*'s levels had lost a bit of the edge and imagination which *Doom*'s levels had, while *Duke 3D* had some of the most varied, clever and entertaining levels ever seen. Now, ex-members of the *Duke Nukem 3D* team have taken it upon themselves to create an id Software-backed collection of *Quake* levels, and have come up with something *really* special!



THE BEST GAME ENGINE EVER!

As well as writing completely new levels, new textures, and other new features, bits of main coding have been changed slightly to improve the already amazing *Quake* game engine. For example, the first door you come across opens downwards towards you – something never seen in the regular *Quake* levels.





← Pick up the laser cannon, then climb on the ledge behind. It'll take you around the level on a monorail hanging from the track above! Never seen that before!



← Little improvements to the game engine mean that extra touches such as this working 3D clock on the wall are now possible! Use the zoom mode to take a closer look at it!

MORE EVIL BEINGS!

Scourge of Armagon has some new monsters for you use your equally-new weaponry on. While these are all-new characters, they fit in to the overall *Quake* style brilliantly and don't look out of place at all.



↑ The gremlins have a fairly damaging punch, but can also steal your weapons when they get close enough! They'll run off with your prized possession, then use it on you until it runs out of ammo! Kill them quickly to get it back!



↑ These nasty robotic scorpions scuttle around on the floor and use twin nail guns on their pincers to attack at long range. When close they use their powerful tail to sting you to death! Rocket them now!

ALL-NEW WEAPONS!

There are a few new weapons to learn to use as well, each with uses slightly different to the other plain blasting guns.



↑ The Proximity Gun launches mines which stick to the first surface they touch. Place them all around the level or go for a direct hit to kill things.



↑ The legendary Mjolnir is hidden in some very tricky places, but is immensely powerful. Use it as a battle hammer, or call lightning by hitting the floor!



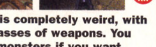


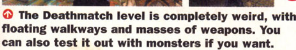
→ The Laser Cannon fires two shots at a time, which then ricochet off the walls! It's also very rapid-firing and handy for bouncing off walls to catch hard-to-reach enemies.











↑ The Deathmatch level is completely weird, with floating walkways and masses of weapons. You can also test it out with monsters if you want.



REVIEWER

Normally, add-on packs for games are a waste of time. They're either just a few ideas which the programmers bashed out quickly to make a bit of cash, or they're cobbled together from home-made bits and pieces put on the internet. Recently, however, we've been proven wrong with the fantastic *Plutonium Pack* for *Duke Nukem 3D* and now *Quake Mission Pack 1*. It's immediately clear that these levels are professionally designed, with all manner of ingenious ways to expand on the fantastic *Quake* game engine. In fact, these levels are far better in one-player mode than the original Quake levels themselves. The continuity means that all of the new textures, designs and features fit into *Quake* perfectly, and add lots to one of the greatest games of all-time. This add-on pack truly is essential for all owners of *Quake*, and seeing as every PC owner must have the game already, this becomes essential for ALL PC owners. Absolutely fantastic!

ED LOMAS



Improves one of the best games ever by giving it a one-player adventure most games will never even get close to achieving.

PC CD ROM



BATTLESHIP

A computer version of the classic board game might sound a ropey idea, but actually plays quite well,if a little basic. The are several modes of play, all based on the popular theme. The classic game is just that – two players, five naval vessels, with each player taking turns trying to detect and destroy the other fleet. Where the PC game really shines is in the more complex missions, where the playing board is considerably larger. Missions comprise of several fleets performing set tasks. Escorting convoys and thwarting nuclear threats. FMV cut sequences relay the naval battles, with fighter planes, torpedos and cruise missiles flying left, right, and centre. There is a decent game here, but *Command & Conquer* still delivers the same strategy thrills much better. **ALEX HUHTALA**

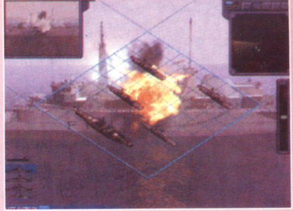


OUT NOW

BY NMS

1-4 PLAYERS

- PRICE £39.99
- PS VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- FORMAT: 2 CD'S FOR MULTI
- PUBLISHED BY: HASBRO
- TEL: 0181 569 1234



Movie sequences of the dramatic action can be watched while you plan the next attack.

PC CD ROM



FLYING CORPS

Already on sale – almost as though Empire didn't want us to know – *Flying Corps* is a realistic simulation of air combat, during World War 1. Due to the basic nature of the craft, controls are relatively simple. Engaging in combat is where the real skill is involved, and keeping Von Richthofen off your tail. Basic training gets the beginners airborne and barn-storming in no-time. The game really comes alive in the campaign sections. Here the player gets the chance to really show-off their skill, in an effort to rewrite history, by partaking in some of The Great War's more famous moments. The graphics are very realistic, with the aircraft supposedly handling just like the real thing right down to the tiniest detail. The game even comes packaged with terrain maps and a complete replica pilots manual! For flight-sim enthusiasts this game seems heaven sent. Amazing! **ALEX HUHTALA**

FLIGHT SIM

OUT NOW

BY ENTERTAINMENT

1 PLAYER

- PRICE £39.99
- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- FORMAT: 1 CD
- PUBLISHED BY: EMPIRE
- TEL: 0181 343 7337









Fans of WW1 flight sims are guaranteed to go nuts and bolts over *Flying Corps*!





SLAM SCAPE

Slamscape is a strange cross between *Ballblazer* and *NiGHTS*. Collect orb-ids and return them to the orbheader. On each level there are four orb-ids to collect. As you'd imagine denizens of each level are out to stop you in your mission. Most of the orb-ids are located near, or within some very large creatures of the level. Things can get pretty complicated and also confusing. Unfortunately the game comes nowhere near the perfection of *NiGHTS* and *Ballblazer*, and is missing that vital one-more-go factor. Instead Slamscape is rather drab and dreary, it's an alright game, but not great. Perhaps in an effort to beef-up the release, there are also three FMV videos by a band called God Lives Underwater who provide the music for the game. Hmmm, *Beavis & Butthead in Virtual Stupidity* was alright, but maybe MTV should stick to making television. **ALEX HUHTALA**



OUT NOW

BY VIACOM

1 PLAYER

- PRICE £44.99
- PC CD-ROM VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- FORMAT: 1 CD
- PUBLISHED BY: VIRGIN
- TEL: 0171 368 2255



They have some skilled CG artists over at VRmageddon – the developers of *Slamscape*.





SPOT GOES TO HOLLYWOOD

Much delayed, but difficult to see why. *Spot*'s 32-bit adventure is obviously more attractive than his previous incarnations, but plays remarkably similar. Control Spot through levels, based on familiar themes from the movies. There are pirate and horror stages to work through, plus Indiana Jones inspired levels, complete with that staple of platformers – the mine car! Bonus rounds are also movie based with a homage to Jurassic Park and the western. The gameplay is basic – collect bonuses, avoid nasties, find the exit to the level. Stars found along the way result in different end sequences upon completion of the game. I found that the isometric perspective makes control rather awkward, which is a fault no platform game should have. *Spot Goes To Hollywood* is too dated and simple. **ALEX HUHTALA**







1 PLAYER



- PRICE £34.99
- PS VERSION PLANNED
- 16 BIT PREQUEL VERSION AVAILABLE
- FORMAT: 1 CD
- PUBLISHED BY: VIRGIN
- TEL: 0171 368 2255



The isometric perspective lends *Spot Goes To Hollywood* originality – and problems.





PC CD ROM

KRUSH, KILL 'N' DESTROY



KKND is, first and foremost, a blatant *Command and Conquer* rip off. That probably isn't a bad thing considering how good C&C was, but seeing how *Red Alert* is still selling well, is it what people want? The game is set far into the future, and a huge war has left the Earth largely devoid of life. However some of the humans fled underground to be away from the war, and these are the Survivors. The rest of the people who stayed mutated into different life forms, and they are the Evolvers. You have the choice of controlling either of these two groups. If you are familiar with *C&C*, this will be easy for you to pick up. For instance, instead of mining Tiberium, Oil is the biggest benefactor for the humans. As a variation of *C&C* it may please some of you, but the originals are far superior. **STEVE KEY**

WAR STRATEGY
OUT MARCH
BY MELBOURNE HOUSE
1-6 PLAYERS

- PRICE £29.99
- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- FORMAT: 1 CD
- PUBLISHED BY: EA
- TEL: 01753 549 442



Spot the difference between *KKND* and *C&C*. But Melbourne House did *The Hobbit*, so...





LOST VIKINGS 2

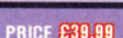
When *Lost Vikings* sailed onto the Mega Drive and Super NES a couple of years back, it breathed new life into platform games. The idea of combining three characters to solve puzzles was as challenging as it was innovative. But that was then, this is now. And while the idea still remains fun enough, it looks dated compared to other titles already available. For a start it looks exactly like a 16-bit game. The levels and puzzles are all too similar to the first, meaning anybody who got to grips with the prequel will sail through this in no time. And even if you're not familiar, the difficulty means progress will be constant. On the good side, it's still good fun to play, and in two player mode you may well have a laugh with a mate. But that wasn't enough to swing it. **STEVE KEY**


PUZZLE

OUT NOW

BY BEAM

1-2 PLAYERS

- PRICE £39.99
- NO OTHER VERSION PLANNED
- SNES VERSION AVAILABLE
- FORMAT: 1 CD
- PUBLISHED BY: INTERPLAY
- TEL: 0162 842 3666



This looks a lot like the original *Lost Vikings*. Plays the same too. Still good though.







NBA HANGTIME

While it's called *Hangtime*, this is the true successor to *NBA Jam* – same design team, same programmers. So welcome back two-on-two arcade basketball with ridiculous dunks (now more than ever), no serious rules to worry about, and a flaming ball flying around the court. The best new feature is Create Player – name a player, choose what they look like, then set their stats however you want and save them to your cart or memory pak. As you play as your custom character you can earn more points to improve their skill, giving something more to play for, rather than just the statistics of previous games. Graphics are better than ever, with court reflections and smooth animation. The sound's a bit poor, but overall *NBA Hangtime* is a lot of fun, and worth getting if don't have any of the other *NBA Jam* games. **ED LOMAS**


BASKETBALL

OUT NOW (USA)
BY WILLIAMS

1-4 PLAYERS

- PRICE £IMPORT
- UK VERSION PLANNED
- ARCADE VERSION AVAILABLE
- FORMAT: 64 MEG CART
- PUBLISHED BY: MIDWAY
- TEL: IMPORTER








Create Player allows Paul to run around the place with a long head. Just like real life!








IRON MAN X-O

It's productions like this which could put someone off video games for life. All that Real Time have done is roughly digitise some graphics, then drop them into the standard 20 minute game design that many companies seem perfectly happy to release. As you can guess, you walk left and right, jumping and beating up the most boring collection of stupid enemies ever. Great. It seems that no thought whatsoever has gone into the game; no thought on how to make it worth buying. In fact, the only thing they've thought about is bashing out the cheapest game possible at the highest price. A complete rip-off, an appalling game, and a big black mark next to Acclaim's name. Avoid it with all your might, and together we shall destroy all who dare insult us by releasing CRAP! **ED LOMAS**


PLATFORM
OUT NOW
BY REALTIME
1-2 PLAYERS

- PRICE £44.99
- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- FORMAT: 1 CD
- PUBLISHED BY: ACCLAIM
- TEL: 0171 344 5000



What a load of turd.



ARCADE

DRIVING | BY KONAMI
OUT NOW | 1-4 PLAYERS

- NO OTHER VERSION PLANNED
- DISTRIBUTED BY KONAMI
- KONAMI ARCADE BOARD
- SIT-DOWN CAR CABINET

GTI CLUB RALLY



There's a choice of 4 different minis, plus an extra Lambo which costs two credits to access!

While a few one-player machines have been in the country for a few months, we've been holding off until we got the chance to play what we've really been looking forward to – 4-player mode!

The unique thing about the *GTI Club* cabinet itself is the handbrake sitting to the left of the seat. In regular races, it's only really necessary for a few corners, but in 4-player battle mode, it's excellent for stopping suddenly to avoid being tagged or to turn quickly down an alternate route!

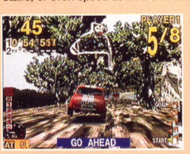
In one-player mode, there are a few different modes – you can have a standard dash around a set number of laps, or play the new Shortcut Mode. Here, you can take any route around the course as long as you pass through certain points along the way! You can turn off the main route suddenly and jump down a set of stairs, or even speed down a thin alleyway knocking tables and chairs from a café flying everywhere!

In multi-player mode, you can play a standard race or Shortcut Mode as in one-player mode (only it's a hundred times more fun!), as well as the extra Tag Game. All the players start together, one with a bomb symbol flashing above their car. The idea is then to find another player and drive into them so that they spin and the bomb is transferred to their car! This game of tag goes on until the time limit runs out, when the player with the bomb is declared the loser!

GTI Club is one of the most original things to hit the arcades for years, and is brilliant fun, especially in multi-player mode. We highly recommend you get three friends together and spend all of your money on 4-player Shortcut and Tag Races. Now!

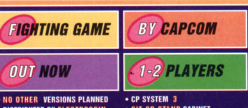












FIGHTING GAME | BY CAPCOM
OUT NOW | 1-2 PLAYERS

- NO OTHER VERSIONS PLANNED
- DISTRIBUTED BY ELECTROCOIN
- CP SYSTEM 3
- SIT OR STAND CABINET

RED EARTH

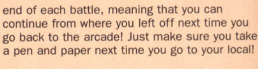




Red Earth from Capcom – known as *War Zard* in Japan – is now on general release in the UK, and we've had the machine in our office (on freeplay, of course)! Here's a refresher on why you should go and play it.

There are four main characters to choose from, who you then take into battle against a series of enormous "boss" characters. When one of these beasts is defeated, you are rewarded with new powers – resistance to fire, for example. You also move up through experience levels and gain more powers and health, as well as being able to find and use new weapons! Also unlike most arcade games, you get given a passcode at the end of each battle, meaning that you can continue from where you left off next time you go back to the arcade! Just make sure you take a pen and paper next time you go to your local!

The game uses Capcom's new CP System 3 arcade board, allowing all of the characters to have masses of frames of animation, along with rich colours and detailed backgrounds. The view also scales in and out as you play, going in close for dramatic effect, and zooming out to fit some of the enormous characters on the screen!





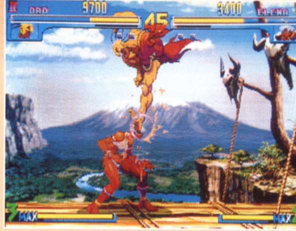


Awesome super moves!



STREET FIGHTER 3





Oro is one of the more interesting new fighters, with some excellent Super Arts.

After last month's exclusive report on a near-complete version of *Street Fighter 3*, the first machine has arrived in the UK!

One thing not mentioned in the last issue is that there's now an extra power bar underneath the energy meter. Whenever a character is hit hard it jumps up slightly, with combos moving it up further. If enough hard hits are taken in a row, the bar reaches the top and the player becomes stunned! While it's not particularly useful, it's still a nice addition.

The animation at times is incredible, especially when Elena starts a fight and performs her start taunt – it looks like a particularly smooth cartoon! When playing the game itself you tend not to notice the movement, but moving away from the other fighter and standing still for a bit shows off the number of frames of animation involved. The backgrounds have a lot of detail in them, and most change between rounds for more variety. Strangely though, the floor doesn't scroll in parallax like all of the other *Street Fighter* games.

As with almost every other *Street Fighter* game, *SF3* is going to take a bit of getting used to. For a start it's slower than *SFA2*, and quite a lot of things from that game aren't present here, meaning that the new features such as parrying (tapping forward on the stick to quick block, rather than pressing away) need to be mastered. With a collection of characters as detailed and lovable as all of the *SF* games, *Street Fighter 3* is waiting for you to have a go and discover your favourite new fighter. It should be all around the country within the next month!













ALPINE RACER 2

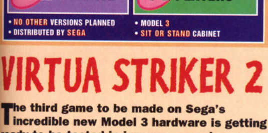
The amazing cabinet is one of the things which makes *Alpine Racer 2* so much fun. Search around for a big arcade which can afford two machines linked together for even more fun!

***Alpine Racer 2* is now at the Namco Wonderpark in London, and is soon to be all around the country. The first game was popular, mainly because it requires no previous knowledge of video games whatsoever to play, as players just stand on the wobbly steps and hold onto the fixed ski poles on either side. Then it's just a case of moving your feet (and more often than not, body) as you would when skiing for real.**

Alpine Racer 2 now allows two machines to be linked together for head-to-head racing down the two main courses. The new layouts are far more exaggerated than in the previous game, with some enormous jumps, ridiculous corners and some amazing scenery on the way. The graphics are also better than before, with more detailed textures and some fantastic fogging effects when high up in the mountains.

You can also now perform tricks when in mid-air, and there's even a moguls course to take full advantage of this new feature! Overall, *Alpine Racer 2* is a lot more fun than the first, and in two-player mode is even better!





VIRTUA STRIKER 2





The third game to be made on Sega's incredible new Model 3 hardware is getting ready to be tested in japanese arcades.

The first *Virtua Striker* worked well as an arcade game, but never came out on a home system partly because it was very basic. The second game already looks to have far more features to it, as well as some incredible graphics using the same arcade hardware as *Virtua Fighter 3* and *Scud Race*. The game hasn't been shown in public yet, but we're hoping to have some more information on how it plays next month. This month, you'll just have to look at the pictures and guess, like us.



100% COMPLETE

ACTION RPG | BY SQUARE | OUT NOW (JAPAN) | 1 PLAYER

• PRICE (IMPORT)
• NO OTHER VERSIONS PLANNED
• FORMAT 3 CD
• RELEASED BY - SQUARE
TEL: N/A

There aren't enough PlayStations in Japan to cope with demand for *Final Fantasy VII*. This is more than a game, it's a phenomenon – responsible for taking PlayStation beyond cult console status to a necessity of life!

FINAL FANTASY VII

Wah! Awesome! Incredible! We can scarcely believe it! *Final Fantasy VII* is here and it is every bit the stunning, exciting, dramatic, state-of-the-art piece of entertainment we hoped for. While few UK players are able to experience the full genius of Square's latest RPG right now, Sony Computer Entertainment Europe aim to have it in your home this Christmas. Excellent news! As we, alongside over two million Japanese PS users so far, consider *FFVII* to be of essential interest to everyone, please take your time over the information presented here. Some of this stuff fans may have a clue about already, but it's the many surprises – graphical innovations, gameplay advances, and plot development – that are overwhelming. Starting now, CVG aims to give you the best coverage on *Final Fantasy VII* possible.







Scenes taken from the gobsmacking CG movie intro to *Final Fantasy VII.*

EVERYTHING WE KNOW AND LOVE... AND MORE (AMOR!)

Just so that everybody is on the right wavelength here, *Final Fantasy VII* is an RPG (Role Playing Game). These games are either loved or loathed for being heavily plot-oriented, where action varies between exploratory problem-solving scenarios, and 'turn based' battles. The thrill lies in developing a group of would-be heroes, from modest beginnings to all-powerful conquerors of evil! As producers of the *Final Fantasy* series, Squaresoft have built a reputation as being among the finest in their field; their closest competitor being Enix, responsible for the *Dragon Quest* RPGs. Fans have come to expect the highest quality of presentation from Squaresoft – the best music, the finest graphical detail. Now the PlayStation has been chosen as the best possible games system to make the storytelling more dramatic, and the fight scenes... incredible!



An early fight scene and town setting from Final Fantasy VI (FFIII in the US). Cool.



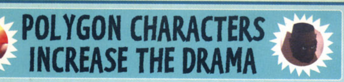


Similar situations in Final Fantasy VII. The new approach is much more dramatic!

VIDEO GAMES OUTSHINE THE MOVIES

Those of us with big imaginations have been able to fill in the gaps, smooth off the pixels, and generally make the most of the images in front of us in games for years. With *Final Fantasy VII* Square suspends the belief for us, in much the same way that Hollywood does in films like Blade Runner and Total Recall – fiction not unlike *FFVII*. The quality of imagery you get in *FFVII*, and its resemblance to Hollywood blockbusters, is no coincidence. Square hired the talents of leading Hollywood CG artists to join around 100 others in realising their vision of a future world. British born Paul Ashdown, for example, was once a CG artist with Lucasarts' ILM (Industrial Light and Magic) team whose special effects feature in Jurassic Park, and Star Wars. There are also experts from Digital Domain working for Square whose spectacular Terminator 2 and True Lies SFX are unforgettable. Likewise *Final Fantasy VII* is full of scenes which make a big emotional impact, no matter how many times you watch them through. Much better than that, you're physically involved.





POLYGON CHARACTERS INCREASE THE DRAMA

Polygon characters allow for involving cinematic techniques in *FFVII*. This is most effective in the battle scenes where the viewpoint zooms in and out, in front of and behind the characters involved. This kind of drama also enhances the atmosphere where a concept of size and/or space is necessary. It allows for intimacy or claustrophobia, as much as it enables a sense of awe at a distant view of a giant structure – while still being able to control the hero.

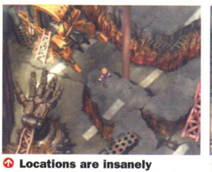


Heart-rending moments like this battle have never been seen before in any video game, let alone RPGs.

Characters are seen to get smaller as they run into the distance. Towers really tower in *Final Fantasy VII*!

CG RENDERED LOCATIONS LOOK ALMOST REAL

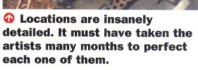
We're used to seeing the world of video game RPGs built from decorative blocks. But with a selection of Silicon Graphics workstations to work with, and a capable 32-bit CD-ROM platform to support the results, an amazing new three-dimensional world has been created. Whereas all previous RPGs have adopted a plan view of locations – even recent Saturn and PlayStation games – *FFVII* employs many different angles. And the detail is so rich, it often takes your breath away.



Locations are insanely detailed. It must have taken the artists many months to perfect each one of them.



It's impossible to convey this kind of atmosphere using old 16-bit techniques. Square's experiment has worked!









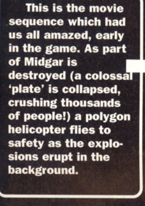


CG MOVIES SEEMLESSLY ENHANCE THE PLOT

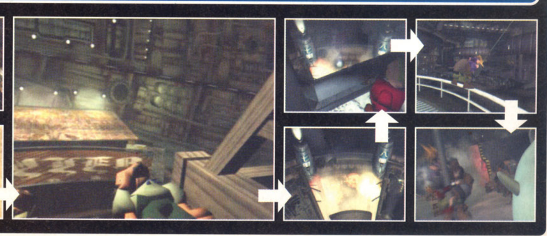
Most players know when to expect a cut sequence – there's a pause for loading, right! Well, there is no tangible waiting time in *FFVII*. Movies are tastefully used to introduce pivotal scenes in the game: major battles; discovery of places, etc. The transition from the point where player control is removed, then reintroduced is so neat it's almost magical.



Following a battle against one of the President's battle robots, Cloud is left hanging onto a damaged beam by his fingertips. Before you know what's happening, the camera has zoomed in on Cloud, then it follows him as he loses grip and falls!



This is the movie sequence which had us all amazed, early in the game. As part of Midgar is destroyed (a colossal 'plate' is collapsed, crushing thousands of people!) a polygon helicopter flies to safety as the explosions erupt in the background.



SQUARE ON LOVE TRIANGLES AND VICIOUS CIRCLES

As we mentioned earlier, Square's RPGs, particularly *Final Fantasy*, are renowned for their storytelling. This happens through the thoughts and actions of the characters on screen, just like in a real movie. Only difference being you read the dialogue, instead of listening to voices. Unlike most action games, indeed unlike most other RPGs, *FFVII* doesn't always focus on the lead character. Though Cloud Strife is the main hero, it is just as important to know his friends. Personalities are crucial to the development of the plot. With approximately 50 hours of gameplay to work through, Square needed to be masterful in this area! And they were even better.



A collapsing bridge brings on a cardiac here!



Cloud leaps onto a moving train to escape!



What is the secret to the Jenova Project?

This thing is Square's idea of a lab animal...!





From FMV to real-time game. Not much change.





PARTY TIME!

Hundreds of characters affect the course of FFVII. The majority yield a snippet of useful info if spoken to. A select few, however, fall under the player's control as key roles. It's unpredictable who most of these are, which keeps life exciting. For example Aerith appears as an unobtrusive Flower Seller very early on, with little to say for herself. You almost forget her. Once Cloud plummets through the roof of a Church, it's a different story as Aerith comes to his rescue. They talk. Learn they share a common enemy. Aerith happens to be an adopted orphan with a mysterious past... you have to find out more. Everyone has their story. At this early stage, we'll reveal this much of what we know.

THE SITUATION SO FAR

Once again Square choose a powerful ecology versus technology theme – the forces of nature overcoming man's selfishness. Midgar is a huge industrial town, governed by a greedy organisation, the Shin-Ra Electric Power Company. The conglomerate has been draining the planet of its natural life force for profit. That life force is called Makon, extracted using Makon furnaces. There is a world beyond Midgar where Makon flows freely and does not harm the planet. Only Midgar is where Shin-Ra can make money. The population are treated as though they were prisoners, few knowing the world outside exists. Unsurprisingly, a rebel force, Avalanche, is formed. One of their first targets is a Makon furnace – they aim to bring it down, blow it up. Among the group assigned to the mission is Cloud Strife, an ex Shin-Ra soldier. Using Avalanche as his scapegoat, the Shin-Ra president decides it's payback time...



SEPHIROTH

Once a soldier for Shin-Ra, like Cloud. In fact Sephiroth was once Cloud's superior, and revered as the greatest soldier in the force. One of Cloud's many flashbacks reveals Sephiroth to be immensely powerful, wielding the longest of swords. His magic attacks target many enemies at once.



RED XVIII

introduced rather disrespectfully as 'the sample' – one of many we are soon to find out – Red XVIII is incredibly intelligent, and terribly vicious. He (or she, no one is sure) is the result of laboratory tests conducted by Shin-Ra. As you might expect Red's weapons are sharp claws and sharper teeth!



AERITH GAINSBOROUGH

Aerith is 22, and gorgeous by all accounts. A love interest for Cloud, perhaps. Well before anything like that happens Aerith is first revealed selling flowers in Midgar to raise money for her foster mother in the slums. Gradually it transpires that Aerith is capable of impossible magic. What is her mysterious past?



TIFA ROCKHEART

A real wild card, and not to be messed with. Tifa is 20 years old and, when she isn't involved with Avalanche, earns cash as a 'bunny' girl in a club called Seventh Heaven. Ahem. No messing about with long-range weapons for this girl. Tifa's preferred fighting tool is a spiked glove.



SHIN-RA

All the President's men. These are the guys Avalanche run into time and time again as the struggle continues. President Shin-Ra has his son, Rufaus, as his right-hand man. But the characters responsible for most of the dirty work are collectively known as The Turks – Tsong, LLyna, Reno, and Lewde.





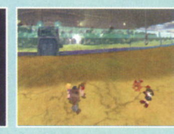


A WHOLE NEW VOYAGE OF DISCOVERY

All thanks to the new style of presentation Square offer a world full of genuine surprises with FFVII. After stepping outside a major town, the journey to the next port of call is depicted as a real time stroll across a 3D landscape. Players may view this from above, or zoom in level with Cloud to see the lay of the land. Now small towns are seen as miniature 3D models. Streams and waterfalls shimmer. Rocky crags loom dark and menacing. For the first time it really does feel like 'the great outdoors'!





When there are more than three people in the group, they must be separated before stepping out onto the world map. This requires an item called the PHS – Party Hensei System.

CLOUD STRIFE

At only 21 years of age, Cloud has seen a lot of action as a Shin-Ra soldier. And because some of what he saw was so appalling, Cloud is now a committed member of the Avalanche rebel group. His main weapon is a sword, tall as his body, though he is capable of strong magic too.



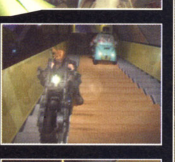

BARRETT WALLACE

As the leader of Avalanche, Barrett is theoretically Cloud's boss. In any case it would seem silly to argue with a man this size, who has a chain gun where his right forearm should be! Barrett is a 35 year-old father of a cute little girl, Marin. Barrett lost his wife along time ago, we guess to Shin-Ra.




CLOSE THE DISTANCE BROADEN THE EXPERIENCE

Taking a refreshing stroll is all very well, but travel is a long process once key places are located on opposite ends of the world map. So Square introduce some amazing alternative forms of transportation. Cutest of all are the Chocobo birds, which are ridden at speed across the land. Most impressive of all is the airship Highwind, piloted by an important character name of Cid Highwind, which takes you anywhere you need to go in no time at all. Bit coolest of all – by far – is Cloud Strife's Hardy Daytona motorcycle!!!


GONNA RIDE THAT HOG

As the Avalanche party takes flight from the Shin-Ra building, after finding the President dead, they are pursued by Shin-Ra soldiers. To make a speedy get away the whole team grabs hold of the nearest vehicle and burns rubber.



Cloud fights to keep the Shin-Ra riders from attacking his friends in the funny-looking blue van, hitting out with his sword. By the way this is all happening real time. This sequence is so exhilarating it could warrant its own game!



Cool CG sequence that supports the chase. We all want bikes like Cloud!



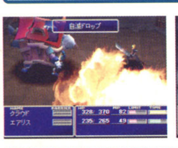
Energy bars indicate the health of Cloud's Avalanche friends.



The chase ends here. And so – as you can see – does Midgar!

CROWNING GLORY – ALL HAIL THE NEW FIGHTING SYSTEM

Here's where *Final Fantasy VII* separates the men from the boys – those of us who live for the challenge of a fierce fight, from players who like watching a pretty picture. Presenting the *Final Fantasy VII* battle system!!! For those of you who don't know, the largest proportion of RPG credibility is judged on its battle system. Meaning Square's designers had to devise the greatest thing, seeing as it was going to become the latest thing out there. We believe they succeeded. Incredibly, though we go into some detail here there is much, much more to learn. But we'll leave the finer points for another time. Just marvel at the effects.







READY FOR THE ATTACK

Battles may occur at any time when the hero party is in hostile territory. Only the villages are entirely safe, where dense population keeps monsters at bay. Attacks are sudden, and usually out of the blue – the enemy is invisible until it is upon you. Only Shin-Ra's guards are visible, or bosses. This means players must keep the party in good condition at all times in preparation.



CHOOSE WISELY AND CHOOSE FAST!

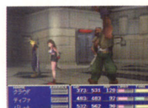
So the battle begins, with both sides ready to strike. But to do so they have to wait until they have recovered enough stamina to make a move. This waiting period is indicated by a Time bar, whose speed of recovery is governed by the experience level of the character, or any number of effects caused by enemy magic. Square call this method of combat the Active Time Battle (ATB).



With the Time Bar full, players choose from a list of possible tactics. From top to bottom these are Fight, Magic, Item, and Change (switch formation).





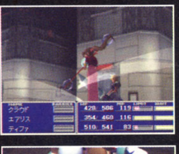






POWER EXTREME

Now this is really cool. Each time a character suffers a hit, some energy is added to the Limit Gauge which sits next to the Time gauge. Once the Limit gauge is full, the Fight command is replaced by the word Limit. If selected a powerful Limit Break move is performed, which is personalised to each character. These are all awesome to behold, as they are initiated by a bright, magical aura.



Aerith heals the whole party with her Limit Break. It's often better to reserve this until absolutely necessary – her other magic attacks are helpful in the meantime.



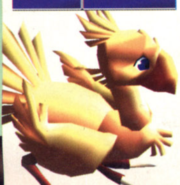
Cloud either jumps high into the air and cleaves his enemy while dropping down, or else slices the form of a Kanji character right through them!



Tifa's Limit Break takes the form of a one-armed-bandit tumbler. 'Yeah!' means it's gonna hurt!



Barrett's Heavy Shot emerges as a single, almighty blast from his Gimmick Arm.





LIVING IN A MATERIA WORLD

There are some people who believe precious stones and minerals to have spiritual properties. In the world of *Final Fantasy VII* such a belief is taken for granted by all, and used to full effect. Every garment, and every weapon/ tool has at least one hole reserved for a precious stone called Materia. These gems, of which there are five varieties, impart magical properties when attached. Once you become familiar with the individual properties of Materia, it's possible to combine their effects on certain weapons. Used wisely Materia gems can increase attack power and strengthen defence. It's fun experimenting.




INDEPENDENT MATERIA (PURPLE)
Good for increasing 'status' – for example maximum health points, or magic power.

COMMAND MATERIA (YELLOW)
Assists by imbuing characters with an uncanny ability to steal or throw accurately.

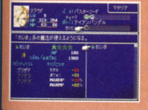
MAGIC MATERIA (GREEN)
Attack or heal with powerful magic. Fire and ice are common to begin with.





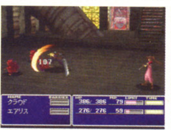
SUMMONING MATERIA (RED)
Similar to Espers in *FFVI* (*FFIII* US). Summon magical beasts to do your bidding!

SUPPORT MATERIA (BLUE)
Some holes are linked. This is where the Support Materia come into play. By combining Support Materia with a Command or Magic variety, the latter's ability is increased. Otherwise blues are useless.




COMING FROM ALL SIDES

The enemy is liable to attack from any direction. Usually the odds are pretty even, and the battle starts with both sides facing each other. Chance plays an important role too, however...



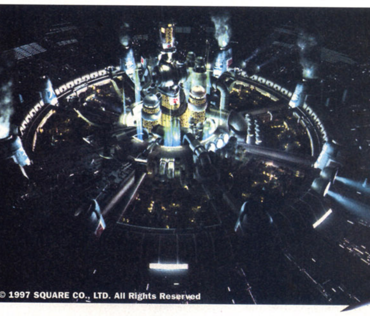
Catch the enemy by surprise, with their backs turned, to get a guaranteed Initial Attack – you hit first, and score more damage.



Unfortunately the heroes can be surprised too. Enemies get the Initial Attack from behind. There is no defense.



Aagh! The worst possible scenario – being surrounded by the enemy! As the hero party is closed in there is no initial defence, and no escape!







OUR HERO FALLS FOR AERITH

Prior to the scene where Cloud plummets toward Aerith, he, along with Barret and Tifa, tackle the President of Shin-Ra's battle robot while the crook helis out of there.





DON'T OPEN THE FRIDGE DOOR

What is the mystery of the Jenova Project? In one of Cloud's flashbacks he visits a tower stacked with isolation tanks. The abominable contents are soon revealed!



Sephiroth, Cloud, and Tifa find a giant Materia.





THE SKY IS FALLING DOWN!

In this heart-pounding scene, Cloud and Tifa rush to join Barrett at the top of the Plate tower. Can they stop the Turks before they murder the population of Slum 7?

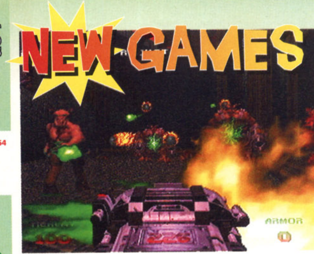



Cloud and Tifa race to the top of the tower, hoping it's not too late...



FINAL FANTASY VII CENSORED!

At the time of going to press, Sony Europe are unsure of a release date for *FFVII* in the UK. But another very important issue has been raised since the release of *FFVII* in Japan, that of censorship. A full report of this can be found on the first page of FreePlay this issue. Basically there are some scenes which Sony America are uncomfortable with which they claim may be removed if the game is to be made available to all ages. We've signed the petition to prevent this already and think you should too. The scenes in question are quite innocent and very important. Expect regular updates from CVG.

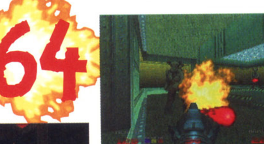




Take your newly-upgraded double chainsaw into 64-bit Hell, rev it up and get ready to hack the evil mutant scum to pieces!

DOOM 64

Doom is one of the most famous games in the known Universe. The PC version was the most amazing thing seen at the time, and it has gone on to appear on almost every other format since. Therefore, it's not surprising in the least that the enhanced *Doom 64* was made. Using a brand new graphics engine, redesigned weapons and enemies, plus all-new levels and an extra gun, this is bound to send all *Doom* fans into Berserk mode.





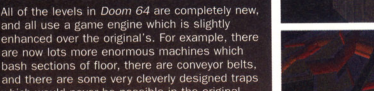




Shooting the barrels causes a powerful explosion.

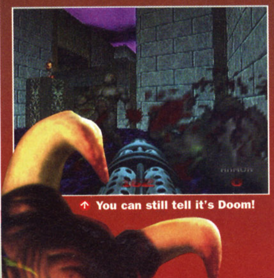
WELCOME TO THE MACHINE

All of the levels in *Doom 64* are completely new, and all use a game engine which is slightly enhanced over the original's. For example, there are now lots more enormous machines which bash sections of floor, there are conveyor belts, and there are some very cleverly designed traps which would never be possible in the original versions of *Doom*. The 40+ levels aren't broken up into separate episodes, but are still in similar styles to the three old episodes — space bases, castles, and Hell itself! The levels get more and more demented and overrun with Hell-spawn as you play through the game!





You really appreciate the quality of the level design when in big rooms like this.



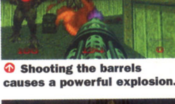
You can still tell it's Doom!

INTRODUCING... DOOM 64!



The short introduction sequence to *Doom 64* is excellent. Rather than use the usual FMV intros normally found on CD-based consoles, this shows real-time action of loads of bad guys battling with heroes around some big buildings. As the view zooms out slowly, the buildings turn out to be a giant *Doom* logo!







The new map rotates in real-time as you play.



MIND CONTROL

In *Turok*, the 3D stick moves the main character's head around, but in *Doom* it controls how fast you move forwards and backwards. Rather than having the usual run button, you now just push the stick slightly forward to walk very slowly, or all the way to run quickly. The C buttons and cross-key can be configured to whatever suits you best.







This is what *Doom* is all about! Death!



THE HELL SPAWN!

All of the monsters have been redesigned, and now look quite different to their PC counterparts. 3D models of the characters have been made, then turned into the animated sprite versions seen in the game, and the Nintendo 64's hardware blurs everything to get rid of the sharp pixels seen in other versions of *Doom*. While the Pain Elemental has been included (it wasn't in the other console versions), some enemies are currently missing — the Chaingun Guy, Arch-Vile and Revenant. Hopefully they'll be replaced for the final game.

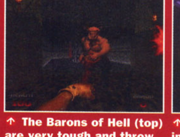








↑ Nightmare Imps — extra-hard, partially invisible Imps — were added for the PlayStation version of *Doom*, and reappear in *Doom 64*.



↑ The Barons of Hell (top) are very tough and throw green fireballs at you. The Hell Knight (above) is even harder, with red fireballs!



↑ Spectres are almost impossible to see! When you hear one nearby, just spray lead around until it hits the floor!

DEAL SOME DEATH!

Doom's excellent selection of weapons is kept in *Doom 64*, along with an all-new weapon!



Destroy the evil Cacodemon with the new laser cannon.



↑ Pick up the Berserk Pack to increase the damage your fist does.

↑ The Chainsaw now has two spinning blades instead of the usual one!



Not as deadly as before, but still lots of fun!

PISTOL

↑ Much the same as before. Avoid using it.

SHOTGUN

↑ Now looks more like the *Quake* shotgun!

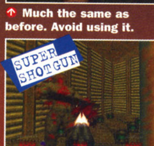


Lost Souls are very easy to kill with the chaingun.

NEW LASER GUN

At the moment, you get this new weapon on the second level of the game! It uses rare cell ammunition, and does lots of damage, but is quite hard to aim from a distance.





↑ Makes a fantastic boom when fired!



↑ Looks more futuristic, and works as well as ever.



↑ The rockets leave trails of smoke behind them!

↑ Makes crackling noises when armed!

Rocket launcher gibbing!

FRAGGIN' HELL!



Doom 64 is still a long way from release in the UK, so we won't be reviewing a final PAL version for quite a while. It's out in the USA pretty soon, so expect a detailed Coming Soon feature and import review as soon as it does.

NEW GAMES

A last minute surprise this issue made all the difference here – the new Castlevania game from Konami! Yes we've seen it, played it, heard the awesome new music... Anyway, see for yourself. As usual we have a new bunch of other important stuff which we think you'll learn to love, eventually.

CASTLEVANIA: DRACULA X

FORMAT: PLAYSTATION
TYPE: PLATFORM
BY: KONAMI
PLAYERS: 1 PLAYER
DUE : JUNE



Castlevania is BACK! Called '*Dracula–X – Nocturne Under The Moonlight*' in Japan, whether PlayStation *Castlevania* will bear that name when it arrives on these shores in time for summer, remains undecided at Konami UK. *Nocturn* is the sequel to *Castlevania IV* on the Super Nintendo. The long gestation period between the titles shows. New improved graphics and characters remain faithful, while improving on the original by miles. The game even starts slightly before where the original ended. In this rerun of events Simon Belmont defeats Dracula but is bitten in the process, setting the scene for this new game where you play Alucard – the son of Dracula. There is still a rival vampire to be defeated, who resides in a huge castle that is to be explored. Nocturn still adheres to classic platforming style, only now there is also an RPG element where you can store weapons, potions and food – all accessed through an inventory/option menu. While we had the game here for a brief test, we found that *Dracula X* play similarly to another class Super NES title, *Super Metroid* – obtain the right key, garment, or skill to explore further into the extensive map. Expect plenty of thrills, surprises, secrets, and more when the game is released here closer to the Summer. Awesome.



At the start of the game, Death steals Belmont's weapons.

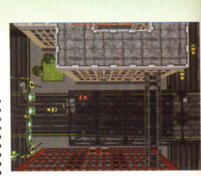






Though *Dracula X* is a 2D sprite game, the animation and special effects should win awards!





GRAND THEFT AUTO

FORMAT: PLAYSTATION/PC CD–ROM
TYPE: CRIME-SPREE
BY: BMG
PLAYERS: 1 PLAYER
DUE: MAY

Take to the congested streets in DMA's eagerly awaited crime-spree. As a top criminal, it's up to you to take on dodgy missions for local crime bosses, and get away with it. Outwit police by changing get-away cars, running pedestrians over, and generally causing mayhem in the streets! The chaos is viewed from above, with the action zooming in and out, depending how hectic things get. With promised intelligent AI this all looks like a neat update of Atari's classic arcade game of old *A.P.B.*

SOCCER 97

FORMAT: PLAYSTATION
TYPE: FOOTBALL
BY: EIDOS
PLAYERS: 1–2 PLAYERS
DUE: SPRING

A revamped version of the excellent *Olympic Soccer*. The graphics still look remarkably similar, but everything else is radically improved. Much better is the computer Artificial intelligence, meaning goals are now harder to score. Boasting an official PFA licence, the new game is league based, with all the English Premier and First Division clubs. New commentary by Radio 5 Live's Alan Green adds to the atmosphere. Best news of all is the inclusion of the real players, with some pretty up-to-the-minute signings. Just check out the Chelsea line-up which includes all the Italians, including Zola! *Soccer 97* is looking a very tasty prospect.





COMMAND & CONQUER: RED ALERT – COUNTER STRIKE

FORMAT: PC CD–ROM
TYPE: STRATEGY
BY: WESTWOOD
PLAYERS: 1 –8
DUE: SPRING

An eagerly awaited add-on disk to the excellent *Red Alert*, but this is much more than just a mission disk – it's more a *Red Alert* upgrade kit! There are 16 new missions for the solo player, plus over a hundred new multi player maps. Loads of new units to play around with; Tesla Tanks, Self-defending Ore Trucks, Soviet Super Soldiers, Soviet Wonder Dogs, and Allied Superjets to name a few. There are new nuclear technologies to learn and 9 new music tracks. Best of all, the disk acts as the key required to unlock the heavily rumoured 'secret ant missions', where your troops must face the threat of mutant insects roaming the land! Wow. Better start queuing for your copies now.

ABE'S ODYSSEY

FORMAT: PLAYSTATION, SATURN
TYPE: PLATFORM/PUZZLE
BY: OUTWORLD INHABITANTS
PLAYERS: 1 PLAYER
DUE: SUMMER 97

Ignore first impressions. This isn't just a regular platform game. An original feature is that you can talk to other characters in real-time by pressing different button combinations. You can also possess the bodies of other characters and use all of their vocabulary. We've had a little go of *Abe's Odyssey* and it's already looking and sounding as though it could be a hit. More soon.





SHINING THE HOLY ARK



FORMAT: SATURN
TYPE: ROLE PLAYING GAME
BY: TEAM SONIC
PLAYERS: 1 PLAYER
DUE: JUNE

Team Sonic (not Sonic Team, creators of *NiGHTS*) are responsible for some of the best RPGs on Sega systems. Their last game was the cool *Shining Wisdom* on Saturn, and this is the follow-up. You play the game from a 3D perspective, rather like the classic *Dungeon Master*, with similar fights and menus to those in other Team Sonic games. Big fans of RPGs prefer this to most recent PlayStation efforts – the impressive *Wild Arms* for example. *STHA*'s out now in Japan and will be translated and released for England in June.





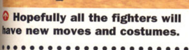
ULTIMATE FIGHTING UNIVERSE

FORMAT: SATURN, PLAYSTATION, NINTENDO 64
TYPE: 3D FIGHTING
BY: SHI-GATSU
PLAYERS: 1-4 PLAYERS
DUE: JULY



Stop press! As we were finishing this issue, we received these screenshots of the first game to come from one of the most incredible agreements ever in the video games industry! "*Ultimate Fighting Universe*" is a cross-over of AM2 and Namco's top 3D fighting games, and is due to be released in the Summer on Saturn, PlayStation and Nintendo 64! All we know is that it features all the characters from *Virtua Fighter 2, Fighting Vipers, Tekken 2* and *Soul Edge*, and it's possible to fight on any of the backgrounds from all of the games! The programming is being done by R&D #1, Shi-Gatsu Co Ltd who are based in Tanaschi, Japan. Ralf Poliao, European Marketing Executive for Shi-Gatsu said, "We were astonished when we were approached to do this game. As you can see it's trés bon!"





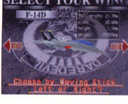
Hopefully all the fighters will have new moves and costumes.

ULTIMATE FIGHTER SELECT

PAUL VS PEDRO

Look at all the characters! That arrow might lead to more!

SKY TARGET





FORMAT: SATURN
TYPE: SHOOTING
BY: NOVOTRADE
PLAYERS: 1 PLAYER
DUE: JUNE

This hard-to-find AM1 coin-op is being converted to the Saturn by Novotrade, creators of Ecco the Dolphin. It's basically 3D *Afterburner*, playing similarly to *Panzer Dragoon* on the Saturn, and is already looking quite promising. The graphics are smooth, though the game moves very slowly at the moment. Hopefully the finished game will improve on the arcade version with some new modes and features – a standard Sega consideration.



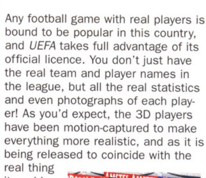
***Afterburner* meets *Panzer*.**

UEFA CHAMPIONS LEAGUE

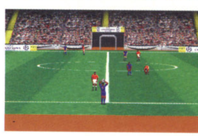


FORMAT: PC CD-ROM
TYPE: FOOTBALL
BY: PHILIPS MEDIA
PLAYERS: 1-2 PLAYERS
DUE: APRIL

Any football game with real players is bound to be popular in this country, and *UEFA* takes full advantage of its official licence. You don't just have the real team and player names in the league, but all the real statistics and even photographs of each player! As you'd expect, the 3D players have been motion-captured to make everything more realistic, and as it is being released to coincide with the real thing it could do well.









BROKEN HELIX

FORMAT: PLAYSTATION & SATURN
TYPE: SHOOT 'EM UP
BY: KONAMI
PLAYERS: 1 PLAYER
DUE: SPRING

Konami CEC's corridor-style game in which you assume the role of Jake Burton, explosives expert with the US Marines. Jake's been dumped into Area 51, the super secret US military base. His mission is to defuse a bunch of bombs planted by the scientists who work there. Question is, why did the boffs plant them in the first place? Can you find out? Can you survive? The truth is in here! This may be another 3D corridor shooter, but at least from the start things feel different. Events are non-linear, with multiple paths to take during the game. There are fellow marines to interact with – as well as those crazy scientists. All CPU characters have their own objectives, which you'll have to plan around because their actions will either aide or hinder you. Area 51 is very technologically based – you'll have to manipulate robots and tamper with security cameras to view other levels, and eavesdrop on other characters. The quality of dialogue (Bruce Campbell is Jake!) and interaction between characters make *Broken Helix* very different to most other games around.



A corridor game with some cool twists.



No, you don't want to shoot this poor guy. It's bad enough that he's next to a bomb.

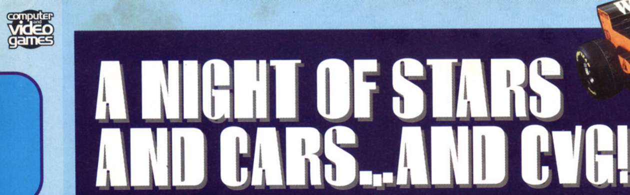








Yes it's all very grim in Area 51. Adds to the spooky feel.



A NIGHT OF STARS AND CARS...AND CVG!

The invite promised, and we quote: "A night of stars and cars". Every man's dream, especially if the stars happen the be the Spice Girls as well!

Hope now springs eternal at the McLaren camp. After a disappointing last season, where they also lost their main sponsor Marlboro, new investors have stepped forward and a new car has been developed. Now it has finally been completed, providing McLaren with a great excuse to spend lots of money on a lavish party.

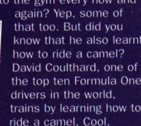






THE MEN BEHIND THE WHEEL...

McLaren have also decided to stick with David Coulthard and Mika Hakkinen as their drivers for this year, showing that they aren't prone to backstabbing like another F1 team. And how would you expect a racing driver of this calibre to prepare for upcoming season. Regular running and jogging? Well yes some of that. Nipping off to the gym every now and again? Yep, some of that too. But did you know that he also learnt how to ride a camel? David Coulthard, one of the top ten Formula One drivers in the world, trains by learning how to ride a camel. Cool.

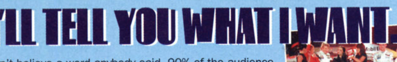


THE BIG BASH...



The date: Thursday 13th February. The time: 1900 hours. The place: Alexandra Palace. The reason: McLaren launch their new F1 car. Usually, the standard of events we manage to blag our way into wouldn't warrant a single column, but this was on a slightly grander scale shall we say. It was thanks to our chums at Eidos that we managed to get in. Because they have secured the F1 licence this season and are currently developing a title for the PC to be released later this year called Power F1, they got us a couple of tickets. They also had a stand there and a lovely Tomb Raider girlie walking around, pouting at the punters. The evening started with Jamiroquai performing a few of his best known tunes (Space Cowboy, Virtual Insanity) before moving on to the presentation of the car. Starlight Express did a bit of Rollerskating, Steve 'Grandstand' Ryder chatted about the car as it emerged in through flashing lights and dry ice. The drivers came on a did their bit. And then the real reason why everybody turned up. The Spice Girls.

I'LL TELL YOU WHAT I WANT...



Don't believe a word anybody said. 90% of the audience was male. That means that 90% of the conversations taking place during the Spices' set were along the lines of "I think she looks the nicest." They came, shouted "Girl Power" a bit, did a few karate kicks and stopped. Then they told the two drivers to "Get 'em off," referring to their racing uniforms and finished for the night. Not bad for half an hours work. Oh, and they each walked away with a brand new convertible Mercedes as well. Then Jamiroquai returned, and everybody left to go to the bar. And that's where recollection of the evening stopped. Err...we went home. Maybe.





"THE GREATEST MULTI-PLAYER GAME FOR THE PLAYSTATION"

PlayStation Plus magazine





21.3.97

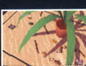










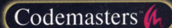


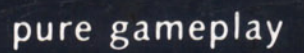


BREAKNECK RACING FOR 1-8 ADDICTS.

Codemasters pure gameplay

1~8 Players | Memory Card 1~8 blocks





The Computer and Video Games FREE Pull-out Guide

computer and video games

April 1997

FREEPLAY

Issue 12

.stop press.

FINAL FANTASY VII TO BE CENSORED!

With the UK version of Squaresoft's videogame sensation currently scheduled for release before Christmas, word has it that Sony may censor the game for the western market!

Certain 'adult' themes have already been cited as possible candidates for alteration. Namely – a brothel scene, cross-dressing, public urination and sex. Sony Computer Entertainment America, who are working closely with Square on the English text version. has yet to make any decision on the matter of censorhip, and have stated they are keen to keep the integrity of the work intact. However, with such a massive title, the prospect of limiting the game to a teen rating in the US must be an important factor.

All this speculation has caused outrage among *Final Fantasy* fans on the internet. So much so that a petition has been raised against it. We were particularly moved by the article by Andrew Vestal and have decided to print it in full. Freeplay Fan contributors take note – this kind of enthusiasm is what we expect!

SAVE *FINAl FANTASY VII*! PETITON BELOW!

Final Fantasy is a sacred series. Its stories are among the greatest ever told. To find these worlds, characters, and lives in a video game is completely unheard of. *Final Fantasy* games have been tampered with before. Our version of *Final Fantasy II* is missing several items, locations, and abilities. The game was made easier, and 'offensive' items such as a 'stripping' dancer (she was really wearing a bathing suit), and a humorous dirty magazine were removed – because of Americans' "greater sensibilities." The greatest games ever made, altered because someone thought Americans couldn't handle the "shock". I believe Americans can handle the "shock" of *Final Fantasy VII*'s world. Midgar is not a pretty place. It is an ugly desolate slum. Sugar coating it to "protect" the player is insulting.

Final Fantasy VII is more than the greatest video game ever created. It is a work of art. When gore-fests such as *Mortal Kombat* and *Killer Instinct* are permitted to plague the gaming world, a true masterpiece should be left alone. If Sony "wants to keep the integrity of the work intact", there is a simple solution – do not tamper with what should be left untouched. Translate the language. Change nothing more.

Make your voice heard. September 7th is still several months away. SCEA has yet to make a decision. If the public make themselves heard, they will listen.

THERE IS STILL TIME TO KEEP *FINAL FANTASY VII* FROM BEING ALTERED IN TRANSLATION. BUT ACT NOW!

TOMORROW COULD BE TOO LATE.

You can find Andrew Vestal's *Final Fantasy VII* Translation Petition at www.zerograv.com

READERS MOST WANTED CHART

Ah, we can but dream. And from the look of it, you have the same boring dream every month.

1	NINTENDO 64	UK CONSOLE
2	VIRTUA FIGHTER 3	SATURN
3	FIGHTERS MEGAMIX	SATURN
4	NiGHTS 2	SATURN
5	SUPER MARIO 64	NINTENDO 64
6	TEKKEN 3	ARCADE
7	MARIO KART 64	NINTENDO 64
8	ZELDA 64	NINTENDO 64
9	RAGE RACER	PLAYSTATION
10	SATURN NETLINK	SATURN

Among the many pathetic suggestions that didn't make the Top Ten, there's *Final Fantasy 64*, *Wario 64*, *Simpsons 64*, *Killer Instinct* on PlayStation, *Virtua Fighter* on PlayStation (maybe!), PlayStation upgrade (maybe!), *Chase the Chuckwagon* (?), a job at Electronic Arts, more Chicken Pot Pie, Noel Gallagher as Prime Minister (grief), CVG to be weekly (again) and to beat Ed Lomas at *Quake* (it ain't that hard). Keep sending in your Top Three, otherwise we just chuck your mail away!

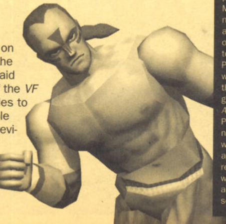
Contents

VIRTUA FIGHTER ON PLAYSTATION? RUMOUR DENIED!

Following the recent announcement of Sega and Bandai's merger, Bandai's president – who will also be president of the new SegaBandai – made a shocking statement in the February 6th edition of Japanese newspaper 'Mainichi Shinbun' about major policy changes within the new company's structure.

He stated they had "obtained a license to bring *Virtua Fighter* to the PlayStation. And if Nintendo gives the okay, we'll put it on N64 aswell."

This news has naturally caused all kind of gossip among the worldwide gaming press and on the internet. However, following the statement, a Sega spokesman said there are no plans to port any of the *VF* series or any Saturn-exclusive titles to PlayStation. It seems this example was used to demonstrate that previous PlayStation games could now come to Saturn, and vice versa. The possibility is there, but there are no plans.



RED HOT RUMOUR DEPARTMENT!

The latest word in the gaming industry. Is it true or a load of cobblers? Remember you read it here first.

• Psygnosis to make N64 games – *WipEout 64* first? • A new console coming from NEC – ex-staff from Sega and Nintendo are to be involved. • *Go Go Troublemakers* from Treasure will appearing on Saturn as well as Nintendo 64. • The Saturn *Virtua Fighter 3* upgrade cartridge is based on Lockheed-Martin hardware, and *VF3* is said to be looking good already – the cartridge can handle nearly 1,000,000 polygons per second and is almost as powerful as Sega's Model 3 hardware. • *Scud Race* and *Tomb Raider 2* are the next two games for the Saturn upgrade – development kits are already in the hands of the programmers. • *Tekken 3* on PlayStation will work with a PC and PlayStation connected to each other, rather than using an upgrade – the PlayStation handles the front end and some game code, while the PC stores other information and backup details on the hard drive. • Current hot property Lobotomy are programming Saturn *Quake*. • Namco's first N64 game is to be *Ace Driver 2*. • *Turok Dinosaur Hunter* to be released on PlayStation, Saturn and PC. More likely than not, it'll be a new game using the Turok comic book licence.• *Zelda 64* will be on cartridge after all, as 64DD has been delayed again.• A new version of the *QuakeWorld* code is to be released with improved features. • AM2's *Drivers Megamix* will be out within the next few months. • *Star Gladiator 2* and *Vampire Hunter 3* to be put on test in selected arcades soon. • *Street Fighter 3* to be a Saturn exclusive?



OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	**1**	**COOL BOARDERS**	**PLAYSTATION**	**SONY**
2	3	DESTRUCTION DERBY 2	PLAYSTATION	PSYGNOSIS
3	4	C&C: RED ALERT	PC CD–ROM	VIRGIN
4	2	TOMB RAIDER	PC CD–ROM	EIDOS
5	10	TOMB RAIDER	PLAYSTATION	EIDOS
6	8	VICTORY BOXING	PLAYSTATION	VIRGIN
7	7	SIMPSONS CARTOON STUDIO	PC CD–ROM	E.A.
8	9	CHAMP.MAN.2: DOUBLE PACK	PC CD–ROM	EIDOS
9	15	DIE HARD TRILOGY	PLAYSTATION	E.A.
10	6	SOVIET STRIKE	PLAYSTATION	E.A.
11	5	DIABLO	PC CD-ROM	ZABLAC
12	12	JET RIDER	PLAYSTATION	SONY
13	13	DARK FORCES	PC CD–ROM	WHITE LABEL
14	18	FIFA 97	PLAYSTATION	E.A.
15	11	FLYING CORP	PC CD–ROM	EMPIRE
16	16	MONKEY ISLAND 1&2	PC CD–ROM	WHITE LABEL
17	RE	TEKKEN 2	PLAYSTATION	NAMCO
18	17	NBA LIVE 97	PC CD–ROM	E.A.
19	NE	SONIC 3D	SATURN	SEGA
20	RE	WORMS UNITED	PC CD–ROM	OCEAN

JAPANESE MULTI-FORMAT SALES TOP 10

1	**FINAL FANTASY VII**	**PLAYSTATION**
2	EVE BURST TERROR	SATURN
3	GAME BOY GALLERY	GAME BOY
4	INTELLIGENT CUBE	PLAYSTATION
5	PRINCESS MAKER	PLAYSTATION
6	DRIFT MASTER	PLAYSTATION
7	POCKET MONSTER	GAME BOY
8	PARAPPA THE RAPPER	PLAYSTATION
9	PUYO PUYO	PLAYSTATION
10	FIGHTING ILLUSION K-1 G.P	SATURN

AMERICAN MULTI-FORMAT SALES TOP 10

1	**TOMB RAIDER**	**PLAYSTATION**
2	SUIKODEN	PLAYSTATION
3	NBA LIVE 97	PLAYSTATION
4	TEKKEN 2	PLAYSTATION
5	DONKEY KONG COUNTRY 3	SNES
6	TWISTED METAL 2	PLAYSTATION
7	JOHN MADDEN 97	PLAYSTATION
8	NFL GAME DAY	PLAYSTATION
9	MORTAL KOMBAT TRILOGY	NINTENDO 64
10	REBEL ASSAULT 2	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer and video games

1	MARIO KART 64	NINTENDO 64
2	QUAKEWORLD	PC
3	STREET FIGHTER EX	ARCADE
4	GTI CLUB RALLY (4 PLAYER BOMB MODE)	ARCADE
5	J-LEAGUE PERFECT STRIKER	NINTENDO 64



COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN U.K. TOP 5

1	VIRTUA COP 2	SEGA
2	DARK SAVIOUR	SEGA
3	SOVIET STRIKE	E.A.
4	VIRTUAL ON	SEGA
5	SEGA AGES	SEGA

SATURN IMPORT TOP 5

1	FIGHTERS MEGAMIX	SEGA
2	DAYTONA CCE (JAPANESE)	SEGA
3	ENEMY ZERO	WARP
4	DIGITAL DANCE MIX	SEGA
5	CYBERBOTS	CAPCOM

PLAYSTATION U.K. TOP 5

1	RAGE RACER	NAMCO
2	SOUL BLADE	NAMCO
3	DESTRUCTION DERBY 2	PSYGNOSIS
4	NBA IN THE ZONE 2	KONAMI
5	LEGACY OF KAIN	BMG

PLAYSTATION IMPORT TOP 5

1	FINAL FANTASY VII	SQUARESOFT
2	PARRAPA THE RAPPER	SONY
3	RAY STORM	TAITO
4	PUYO PUYO	BANPRESTO
5	PRINCESS MAKER	SCE

PC TOP 5

1	QUAKEWORLD	GT/INTERNET
2	C&C: RED ALERT	VIRGIN
3	MONKEY ISLAND 1&2	WHITE LABEL
4	CIV 2: SCENARIOS	MICROPROSE
5	SIMPSONS CS	E.A.

NINTENDO 64 TOP 5

1	SHADOWS OF THE EMPIRE	LUCASARTS
2	MARIO 64	NINTENDO
3	MARIO KART 64	NINTENDO
4	WAVERACE	NINTENDO
5	PILOT WINGS	NINTENDO

MEGA DRIVE TOP 3

1	TOY STORY	SEGA
2	ULTIMATE MK3	WILLIAMS
3	SONIC 3D	SEGA

SUPER NES TOP 3

1	SUPER MARIO KART	THE
2	DONKEY KONG COUNTRY 3	THE
3	LEGEND OF ZELDA	THE

ARCADE TOP 5

1	STREET FIGHTER 3	CAPCOM
2	GTI CLUB RALLY	KONAMI
3	STREET FIGHTER EX	CAPCOM
4	TEKKEN 3 (60% FINISHED VERSION)	NAMCO
5	DEAD OR ALIVE	TECMO

CVG'S 10 FAVOURITE TV SHOWS (INCLUDING TIES)

PAUL TOM ED ALEX STEVE MIKE JAIME

1 THE SIMPSONS (ON SKY)
2 THE A TEAM
3 SHOOTING STARS
4 BRUCE FORSYTH'S PLAY YOUR CARDS RIGHT
5 X FILES
6 BEAVIS & BUTTHEAD
– GLADIATORS: THE ASHES
– EASTENDERS
7 JOHNNY QUEST
8 SPIDERMAN: ANIMATED SERIES
– KNIGHT RIDER
9 ED'S NIGHT PARTY
– BLIND DATE
10 ED'S REVIEWS ON GAMESMASTER

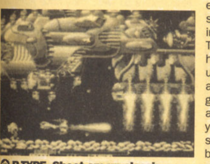
VIDEO GAMING

Dave Kelsall's Retro Computer Cabin

Spend all your free time buying up other peoples old tat? Pay extortionate prices for ancient games worth around 10p? Obsessively collect the new Star Wars figures, paying bucketloads of cash for a lump of plastic you'll never take out of the box? You've just entered the "GOBLIN ZONE".

Well, it only seems like yesterday but I suppose that *R-TYPE* by IREM is 'cabin fodder' nowadays. This game blew me away when I first saw it in my local arcade, not because it was anything startlingly new but because what it did, it did incredibly well.

Firstly the graphics are beautifully detailed, boasting some awesome boss creatures. Remember the putrefying sea anenome thing with a huge sea-worm swimming in and out of its many orifices or the enormous starship at the end of level three that required you to slowly travel around the ship destroying its many weapons one by one? The only way to deal with these coral-horrors is to acquire a load of power-ups, which is where *R-TYPE* excels again. The first is an indestructible globe that survives onscreen as long as you do . It will glide along beside you, or if you move either end of your ship up to it, it attaches itself and boosts your fire power. Each subsequent weapon is then specifically designed to make wiping out particular enemies easier if used and deployed correctly. Awesome stuff!



R-TYPE. Shoot em up classic.

The only really decent conversion that I know of is for the PC ENGINE, that came as part one and two on the little credit card style HUcard thingies, though the speccy version is worth checking out for a laugh!

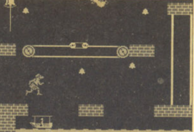
Wahoooo! Another reason to dust off my PlayStation comes in the shape of *ATARI ARCADE CLASSICS* by GT Interactive. Comprising of *BATTLEZONE, TEMPEST, ASTEROIDS, CENTIPEDE, SUPER BREAKOUT* and *MISSILE COMMAND*, this is another essential line-up of old classics. I can always remember where I first played a game you know, and *ASTEROIDS* brought back memories of hanging out in the 'Golden Goose' arcade in LLandudno.

I especially recall all the hard kids who would 'ask' to play my last credit or 'help' me with the nudges on my all-time favourite fruity, *ADDERS AND LADDERS* and demand a few tokens for the privilege. Ah... happy days I suppose! The same gang would then march off for a bit of freeplay fun, courtesy of the old 'customised electric lighter spark flicked into the coin slot trick' on the secluded old copy of *I ROBOT*, or perhaps a they'd 'win' a pound or two by repeatedly ramming a length of wire down the coin-slot of the more decrepit one-armed bandits. Anyway, look out for more *ATARI CLASSICS* news coming soon, including details of PART 2 which is reported to include the likes of *PAPERBOY, GAUNTLET, HARD DRIVIN, MARBLE MADNESS, ROADBLASTERS* and *MILLEPEDE*. I think you'll agree that this would make an essential purchase and the most awesome retro compilation yet! Ooooh... and while I'm on the subject of new old games, SEGA of Japan are putting together a brilliant compilation on Saturn from their vast back catalogue of arcade hits, including the likes of *FLICKY*, the awesome *UP 'N' DOWN* and maybe *FANTASY ZONE* if we're lucky! News on a British release as soon as I get it.



UP 'N' DOWN. Awwwwesome!!!

HUNCHBACK was a massive hit for Ocean software on the C64 and Speccy back in 1984 and was programmed by the 17-year old Christian Urqhart who churned out a lot of decent arcade conversions for the Manchester-based company. This multi-screen game casts the player in the chivalrous role of the hero who's task it was to rescue the fair Esmerelda. Controls are basic – left, right and jump as you leap and swing across the increasingly difficult ramparts avoiding the constant barrage of arrows and spear wielding natives. Ocean went on to milk the license for every penny it was worth, with games including the equally popular *HUNCHBACK 2* (not an arcade conversion) and the bizzare *HUNCHBACK AT THE OLYMPICS*. BBC B owners can enjoy a bit of bell-ringing action with *HUNCHBACK* from Superior Software, who rank up there with Acornsoft as the kings of arcade game rip-offs. Vic 20 owners have to settle with *QUASIMODO* by Hitech games. Oh, and by the way, *HUNCHBACK* was also the first Spectrum game ever advertised on TV.



HUNCHBACK II. Versions of the genre appeared on most 8-bits.



The evil Goblin has taken over the world and has stolen all the World's treasures and hidden them in a giant cave, guarded by an army of weird and wonderful creatures. No, I'm not referring to my enormous games horde at CVG towers, but the excellent *THING ON A SPRING* by Gremlin Graphics. The game is a classic left/right/jump screen to screen affair which involves bouncing your thing around the caverns to ultimately return all the World's treasures. Along the way, you're also required to pick up various objects such as escalator reversers and oil to keep you from rusting up. A point of note is the wonderfully cheesy tune courtesy of the legendary Rob Hubbard, and the typically wacky C64-style graphics.

THING ON A SPRING. Funny music.
BOUNDER. Addictive but hard.

From the same stable comes *BOUNDER* an extremely addictive game in which you bounce a tennis ball along a deadly course suspended in midair until you reach the goal. You start the course with three balls, but can gain more by bouncing on the mystery spaces. Beware, as some are instant death in the guise of deadly darts, crows, etc...

You'll also have to make full use of the special jump squares that propel your ball over large chasms or the 'scary' flying sticks. Once the course is clear you move onto a bonus screen where you have a set number of bounces to jump onto mystery squares to increase your score. *BOUNDER* was a great original concept and extremely frustrating with a massive 'one more go' factor. Mind you lets not forget the free game of *METATABOLIS* on side B of the C64 version... Actually we may as well, it was bull-dung!

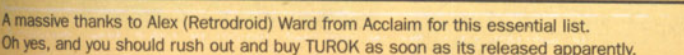
DOWNLOAD FREE GAMES NOW!

There is a wealth of interesting retro game material available on the Internet. Many titles have been donated by the original programmers, so they are free to download, just as long as you're not planning to sell the games afterwards.

One if the best sites for regular updates about classic videogaming is Yak's Zoo, the official website of legendary Llamasoft programmer Jeff Minter. Now living in sunny Los Angeles working on a top secret project, Jeff has made all of his VIC-20 games available for download. You can access his site at www.magicnet.net/~yak.

It's not only old computer games that are available, there are complete coin-ops available too. Moose's Shareware and Emulation Domain at www.europe.datafellows.com/mirrors/moose has a veritable hoard of coin-op ROM images and emulators for download.

If you're a fan of the Atari VCS console, but can't be bothered to dig the clunky machine out every time you want to play, then download the Stella VCS emulator, which can be found at www4.ncsu.edu/~bwmott/www/2600. Nearly all of the games produced for the VCS can also be found here. (I still reckcon VCS Superman is a fine game).



A massive thanks to Alex (Retrodroid) Ward from Acclaim for this essential list.
Oh yes, and you should rush out and buy TUROK as soon as its released apparently.

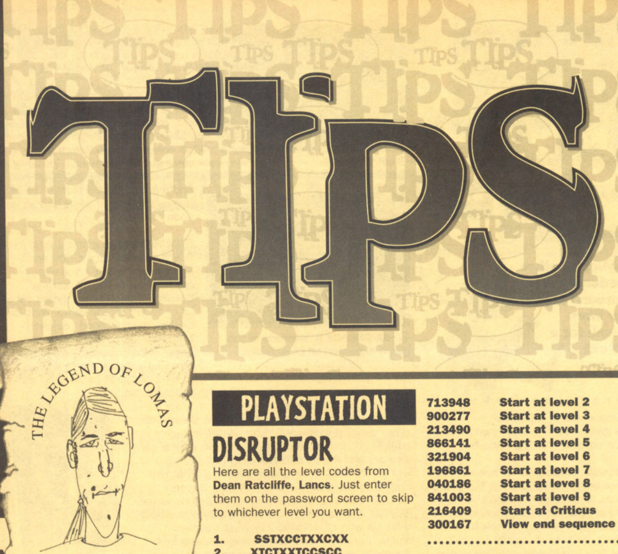
CABIN FREEPLAY CLASSIFIED

"RETROGAMES" FANZINE AND GAMEFINDER SERVICE IS PACKED FULL OF THE USUAL EXCELLENT OLD GAMES TRIVIA: PHONE 0181 203 8868.

SIMON GREEN HAS A NEW MIDLANDS CONTACT FOR IMPORTING AMERICAN P.C.B.'S, JUKE BOXES AND ARCADE CABINETS. IF THERE'S A GAME YOU WANT TEL: 0973 720312 OR 0973 721115 FOR MORE DETAILS. (ALSO APOLOGIES FROM SIMON FOR ANY REQUESTS THAT COULDN'T BE MET DUE TO THE HUGE DEMAND – HOPEFULLY THIS WILL SORT IT ALL OUT).

"RETROGAMER" FANZINE IS AVAILABLE FOR £1.50. MAKE CHEQUES PAYABLE TO KEITH AINSWORTH AND SEND TO 52 KINGFIELD ROAD, ORRELL PARK, LIVERPOOL, L9 3AW.

Just room for a quick Goblin compo. Tell me the name of the game up there on the edge of the page and you could win some mystery retro-goodies (in a limited edition carrier-bag). Send to TAT COMP at new address.



After my untimely death last month, I have magically recovered. The whole of CVG is celebrating by moving to a greenhouse in the middle of nowhere in order to keep me in my alive state. I would also like some more tips to read during my period of convalescence. Cheers.

Tips

Send your tips, cheats and players guides to:

TIPS,
CVG MAGAZINE,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON, EC1R 3AU.

FREE GAMES FROM HMV!

Thanks to HMV, we're now going to be giving away a prize of a free game of your choice to the best tip we receive every month. Original tips and guides for new, popular games will win, NOT enormous lists of old cheats copied from other magazines. If you think you're sending us the best tip around, let us know what game you'd like if we agree.



FREEPLAY

PLAYSTATION

DISRUPTOR

Here are all the level codes from **Dean Ratcliffe, Lancs**. Just enter them on the password screen to skip to whichever level you want.

1.	**SSTXCCTXXCXX**
2.	**XTCTXXTCCSCC**
3.	**TXCXTSCCXTTS**
4.	**CXCTCXXXSTSC**
5.	**XDCCXTTSCXCS**
6.	**XSCCXTXCCXCS**
7.	**XXTCCXTTCSXC**
8.	**TCXCXTCSTXSX**
9.	**CXXXCCTSXCXT**
10.	**XSXTCSTXCCCX**
11.	**TCCTXXCCXXTC**
12.	**XTXTCXCSTCXS**

Also, if you press **Select** to go into Map Mode, then press **L1 and Triangle**, you can go back to the game, only you can float through walls. You can also float through the floors by pressing **L1 or R1** to move up or down.

LEGACY OF KAIN

To refill your blood meter at any time, press **Up, Right, Square, Circle, Up, Down, Right, Left**.

To refill your magic meter at any time, press **Right, Right, Square, Circle, Up, Down, Right, Left**.

To watch all of the video sequences, press **Left, Right, Square, Circle, Up, Down, Right, Left**, then press **Select** and look at the Dark Diary.

X2

Dean Ratcliffe from Lancs has sent in some cheats for everyone's favourite PlayStation game. Just go to the Options menu and choose to enter a Password.

180771	**Invincibility**
267776	**Start with 8 Credits**
220969	**Start with 9 lives**
713948	**Start at level 2**
900277	**Start at level 3**
213490	**Start at level 4**
866141	**Start at level 5**
321904	**Start at level 6**
196861	**Start at level 7**
040186	**Start at level 8**
841003	**Start at level 9**
216409	**Start at Criticus**
300167	**View end sequence**

THE ADVENTURES OF LOMAX

To get a level select in *Lomax*, start a game as usual. At any time press **Down+Start** to pause the game, then **hold Up and press T, C, X, S**. A number should appear on the left, and you can choose your level by pressing **L1+Select**. Once you've chosen the level to warp to, press **L1+Start**.

Once you've done the level skip cheat, you can fly around the level by pressing **L1+Square** to go into fly mode. Just press **L1+Square** again to land.

RELOADED

Dean Ratcliffe from Lancs also sent this cheat to skip levels in *Reloaded*. When playing, just pause the game and hold **L1 and R2** for ten seconds. Then, while still holding the buttons, press **Left, T, X, Right, C, T, Down**. You should now be able to access the secret options screen and skip levels.

SPOT GOES TO HOLLYWOOD

When on the title screen, press **T, Up, Right, Down, Left, T, Left, Down, Right, Up, A**. The Cool Select screen should appear, where you can open all of the levels.

Once you've done this, go to the level select screen and **hold Square and press Start** to get all of the cut-scenes. Also, you can now pause the game at any time and press **Square** repeatedly to give yourself loads of extra lives.

Thanks to **Daniel Cupas from Dagenham** for those.

SATURN

COMMAND & CONQUER

Michael Horton from Bexley in Kent has found a way of getting an extra vehicle for the Brotherhood of NOD. It will work on the PC and PlayStation versions of the game as well.

When playing as NOD, get to a level where GDI can produce Orcas – from around level 11 and onwards. Now capture their construction yard and build a new helicopter pad. Now you can produce not only Orcas, but NOD Attack Helicopters as well. They have guns like the GDI guard towers, hold lots of shots, but take a long time to reload.

CHRISTMAS NiGHTS

In case you've stopped playing *Christmas NiGHTS* by now, we just thought we'd let you know that playing on 1st April lets you control NiGHTS' evil counterpart – Reala! Once you've played on 1st April, the extra Reala present is added to your collection so you can pick him whenever you want for the rest of your life.

HARDCORE 4x4

Start a game as usual and pause at any time. Now enter any of these cheats on controller 1.

TANK MODE
A, B, Right, A, C, A, Down, A, B, Right, A (ABRACADABRA)

INFINITE TURBO
C, Right, A, Z, Y, C, A, Right (CRAZY CAR)

TV CAMERA VIEW
Right, A, Left, Left, Y, Down, Up, Left, Left (RALLY DULL)

SKIP TO LAST LAP
(Must be in first place)
Left, Left, Left, A, A, A, Left, Left, Left, A, A, A



TOMB RAIDER

Uh... sorry, but the tip last month was written up wrongly. Ignore what we put last issue, and use this one instead. Pause the game and go to the inventory screen. Now open the passport, go to the last page, and press **X, Y, Z, Y, X, X, X, Start**. Now get back into the game to immediately finish the level.



NINTENDO 64

SUPER MARIO 64

We're not sure if this works in the final English version of the game, though it definitely does on the Japanese version. Just don't blame us if you spend hours trying it for nothing.

On any of the Bowser boss stages, avoid dying, but don't throw Bowser. Just stay in the level collecting the coins left behind as his flames disappear until you get up to **1,000** (yes, one thousand!). When it does, your lives counter should change to a letter "M", and from now on you'll gain a life whenever you die! Avoid picking up mushrooms though, as they'll now make you lose a life!

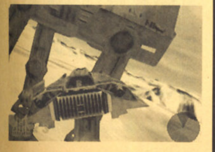
PILOT WINGS 64

To turn the giant Mario head on Mt. Rushmore into Wario, get the cannonball bonus game and aim straight for Mario's head. Now fire yourself so that you hit him in the face and it'll turn into Wario! It will stay like that until you do it again, even if you turn the game off.

On the very first level, using the jetpack fly into the small cave under the hill, where the waterfall begins. The game will stop for a bit, and when you fly back out you'll see that it's turned to night.

STAR WARS: SHADOWS OF THE EMPIRE

To view the credits (wow), enter your name as "_Credits", making sure to leave a space at the start, and use a capital C.



WE'RE STUCK!

Dear CVG,
Could you please tell me the hidden tournament cheat and how to play as Ninja Smoke on *UMK3* for the Mega Drive.
Yours Eric.

CVG: *To get the hidden Tournament Mode, hold A and C on the main menu screen and press Start. To play as Ninja Smoke, select regular Smoke and immediately hold Back and all the buttons. Keep them held until the fight starts and you should transform into Ninja Smoke.*

I would please like to know...
1. How do you do Kung Lao's Babality for *Mortal Kombat 2*?
2. Please may you tell me how to do Reptile, Scorpion and Rayden's Animality in *Mortal Kombat 2*?
3. How do you do a Pit Fatality in *Ultimate Mortal Kombat 3*? Do you tap in their Pit Fatality code then you do an uppercut?
Thanks ever so much mate,
CVG is the best,
Jack Darby, Leeds.

CVG:
1. Kung Lao's Babality is B, B, F, F, HK from anywhere on screen.
2. You can't actually do Animalities in Mortal Kombat 2. And you can't be talking about Mortal Kombat 3, because Rayden isn't in that. You're mad.
3. To do the UMK3 Pit Fatalities, you just stand right next to your opponent and press the right button combination quickly, like any other Fatality. Of course, you need to make sure that you're on one of the backgrounds with a pit to them – The Subway, Shao Kahn's Tower, The Pit 3, and Scorpion's Lair are the only stages where it will work.

Dear CVG,
I'm stuck on *Broken Sword* (PS). I can't find the well when you go to Spain for the second time. Please help me because this game is driving me mad. Thanks a lot.
John Forrest, Manchester.

CVG: *First, give the bible to the countess and ask her to look up some references. Then talk to Lopez about the wells and ask him how to find them. Now show the downing rod you got from the three next to the utility room to Lopez. You should now find the well you're looking for.*

FREEPLAY FANZINES





THE ZX FILES,
30 THE ROWANS,
WETHERBY,
WEST YORKSHIRE. LS22 5EB

THE ZX FILES
The front cover tells you that this is going to be good. All the way through is an excellent sense of humour not usually found in retro fanzines (or the Computer Cabin), as well as loads of useful information, such as how to hack Spectrum emulators. It's cool, and we reckon everyone with a Spectrum should get it, even those who aren't too serious about it.

GAMESPLAYER
Reviews of the latest games (*Mario Kart 64* is this issue's cover story), player's guides, tips, and hand-drawn artwork. Everything is written well, and in great depth, and it manages to cover the very best games around on all formats.

GAMESPLAYER
NINTENDO 64 — SEGA — SONY — PC — ARCADE
ISSUE #5 MARCH 97
£1.00
A FULL PLAYERS GUIDE TO BROKEN SWORD AND TOMB RAIDER
REVIEWED INSIDE:
Broken Sword (PC)
Mario Kart 64 (N64)
Pandemonium (PSX)
Fifa '97 (PSX)
Plus more.....
REVIEWS-PREVIEWS-CHEATS-FEATURES

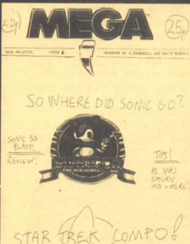
GAMESPLAYER, C/O BARRY LEWIS,
197 CITY WAY,
ROCHESTER,
KENT, ME1 2TJ

N64 FANZINE
Nintendo
APR 97
£1.00
MARIO KART 64 & MARIO 64 REVIEWED!

N64 FANZINE,
10 GREEN CLOSE,
RINGMER, NR LEWES,
EAST SUSSEX, BN8 5LG

N64 FANZINE
As you'd expect, N64 Fanzine just covers everything to do with Nintendo's latest machine, and the upcoming 64DD. And, as it's written by N64 fans for other N64 fans, it's very enthusiastic – *Mario Kart 64* scores a whopping 98% in the first issue! For more information, send an SAE to the address below and left.

MEGA
While the logo is the same as the old Mega Drive magazine, this new MEGA covers every format! In this issue (issue 6), there's even a competition to win a Star Trek: Next Generation pin badge! It's mostly games tips, plus reviews of the big games. If you want a copy, send an SAE and 35p to the address on the right.



MEGA, GRAEME THORNHILL,
CONIFERS, 3 CHURCH WALK,
BRANT BROUGHTON,
LINCOLN, LN5 0SN

FREEPLAY FAN

The idea of FreePlay Fan is for you to tell everyone else what YOU love most about YOUR favourite game or company, not to insult other readers and say how rubbish their machines are. From now on, please just send us positive messages saying how much you enjoy video games, rather than listing everything you hate about them. We print every letter in full, exactly as they were sent to us, unless they're marked otherwise.



Dear FreePlay Fan,
Saturn Great! PlayStation Excellent! Ninty 64 Fantastic! M2 Hoo-flipping-ray! I just don't care! What am I talking about? I am of course referring to the huge amount of console slagging between different console fans. What is the point in all this bickering? Do you not feel shallow? I am sick of people noting the wonderful qualities of their respective consoles and cheesy whinging about the inferior aspects of other peoples' consoles. I myself own a PS yet I have never slagged off any Saturners or Ninty 64 followers or whoever else about their purchases. I am pleased with my console and do not even begin to regret buying it. I do like some of the software on the other consoles but I have more good games on the PS than I could possibly afford so I am happy. Saturn owners are quick to boast about their console's 2D capabilities but I just ignore them because if I had wanted good 2D games then I would have bought a Saturn but I do not and although this means I will miss out on AM 1, 2, and 3 arcade conversions which is a great shame I am still over-joyed about the software on my PS. Finally, I would just like to ask why everyone goes on about how much better than the PS and Sat the Ninty 64 is? It should be a lot bloody better it is coming out 18 months after the PS and Sat, if it wasn't I would be badly disappointed in Nintendo! Please stop all this shallow arguing, if you were not so fascinated in other peoples consoles, you would have more time to enjoy your own.
Yours truly,
David Keddie, Auchtermuchty



Dear C&VG,
What is Monsieur Montagé whittering on about? Since C&VG declined to comment, I will. The point of the review is for the reviewer to tell it like they see it, you don't have to agree with them, but don't be a petulant moron when you don't (I personally prefer *Tekken* to *Fighting Vipers* so can't see why *FV* (cool as it is) got a High Five when the almighty *Tekken 2* only got a four, but that's the way they saw it and made the call. Do I rant about it?). The issue is not whether the Saturn has more complex architecture than PSX, but that the implementation of the architecture in the PSX version was marginally better in the case of *Tomb Raider* (its routine libraries are better suited to that style of game, sorry Tolouse but that's the way it is. If you want to 'blame' somebody then blame Sega's Hardware designers for making Saturn a pig to develop for). From the sounds of your letter, you're a hardened PSX hater, so how on Earth can you say that the Saturn *Tomb Raider* is far superior to the PSX version? Especially if you haven't played the game on both formats. I am in the extremely happy position that I own both machines and I must say that the demos of *Tomb Raider* on Saturn aren't quite as good as PSX (which is why I got that version), whereas if I were going to buy *SFA2*, then I'd go for the Saturn version. Besides, I believe *TR* still got a High Five on Saturn and it was mere cosmetic differences that were being commented on, not gameplay.
Never dress up opinion as fact ("everybody knows the Saturn sound chip is far superior to PS's") 'cos they don't and it isn't. There are two of those statements in that letter.
Whilst I hate to defend them (it's a dirty job but someone's got to do it), the guys at C&VG obviously love games and they don't care about the platform, whereas your tongue seems so firmly lodged up Sonic's arse you can't see because of the spikes poking your eyes out. Companies and hardware are not the issue, games are and that is what the C&VG crew deliver. The only bias is in favour of the coolest games. If they are biased against Sega so much, why do their games consistently score High Fives: *VF2, VC, Sega Rally, Virtual On, Fighting Vipers*, etc?
I would guess that MAXIMUM was only called excellent by you because they agreed with what you said. I mean at the start of the letter it was once "a fair and exciting magazine", before going on to make personal (although I concede possibly accurate) statements regarding the pubertal development of the C&VG writing staff. I mean how much further can you weaken your own arguments with illogical statements? (ie, the power of Saturn Hardware was in no way compared to that of PSX at any point in the review, nor was the integrity of Core's programmers). Regardless of hard-ware power, it's the games that were being reviewed, not the systems.
I hardly think that the comments about *Grandia* were disparaging either, more a sort of anticipatory excitement.
If you don't like the mag, don't read it, if you don't like the PSX don't buy one (but how will you know you don't like it until you've played it?). I love the Saturn, it's a brilliant machine but why do I still feel I have to defend the equally brilliant PlayStation against ignorant Saturn owners? Especially semi-literate ones (I spotted at least four grammatical/syntactical errors in the letter (a fifth may have been a typo).
As for the even less literate 'Kevin Lottering in the Netherlands', and his N64 inspired diatribe against all things non-Nintendo: deary, deary me. There's just no point in even trying to answer it. I think Kevin has enough punishment: being that stupid, living in the Netherlands and being called Kevin should be enough. (OK that's inconsistent with my personal comments argument a couple of paragraphs back, but hell, consistency is the last defence of small minds!)
John Sowersby



Dear C+VG,
I have wrote in to tell those low life PlayStation losers, to shut the trap about Sega Saturn.
Because Sega, Nintendo are brill. At home I have a Sega, Mega CD, Super Nintendo and Nintendo. I also have a PC, Barcode Battler and a Gameboy. So, I know you won't print all of this letter as it will be far to long. CVG, the best computer mag in the whole world. Right, here I start: PlayStation, Nintendo and Sega Saturn are going to knock you out of business because, well, I think Nintendo and Sega should join up, and form a computer together, I have designed one, on paper which I have not quite named yet, but with 48k of memory. So, PlayStation fans, next year, your computer will be crap. Well, not that crap. Paul Carter: PlayStation are the ones who have flogged the dead horse, or make that will! Oh, Paul Carter is from issue 182, that is the issue he wrote to. I have played a PS. Not all you PS fans are bad, just the ones who hate Sega Saturns and Nintendo. All PlayStation owners except me, should praise and thank Sega and Nintendo for taking their teeth and yanking it from PS. Hey Paul, no offence, lets be freinds and wright to the mag, and talk.
Yours faithfully,
Bobby Newton, Beverley.

PS. Paul I was joking about being freinds.

(You may remember that back in issue #176 we had a letter from Jon Taylor saying how we were "bais" to Sony, followed immediately by a letter in the exact same handwriting about our "bais" to Sony by Jon's friend "Jeff". We just thought that we had to print yet another letter from Jon, again about our "bais" to Sony.)



Dear CVG,
Your bais to Sony I mean you were apologising to PlayStation owners because Saturn *Alpha 2* is better but when some thing is better on PlayStation you don't do the same to Saturn owners. The Saturn has the better games and yet there are more PlayStation owners. Why? Because of all the hype in all multi-format mags like yours. People got taken in by hype and beacuse of the hype and because the machine had Sony written on it people who don't know nothing about video games brought a PlayStation what I am saying is PlayStation owners are people who don't know nothing about video games. You go on about the Saturns 3D trying to say it's crap look at *Panzar Dragoon* and *Virtua Cop 2* the 3D is brilliant. The PlayStation has *Wipeout 2097* and *Rigde Racer* but the Saturn has the even better *Daytona CCE* and *Sega Rally* and *F1* and *Wipeout* could end up on Saturn because there Psygnosis. The Saturn has the best of all kinds of games *VF2* and *Fighting Vipers* beat *Tekken* series and *Soul Edge. Fighters Megamix* and *VF3* is going to blow these away. The best puzzel *Baku Baku. VC1* and *2. Sonic 3D* is coming to Saturn. All the best games are on or coming on Saturn. Tell me on thing if the PlayStation is so grate why can't it handle *X-Men, Marvel Superherose* and *X-Men verses Street Fighter*. I read that they might use a 3D accleorator chip inside a cartridge for *VF3* and games like it which would boost the Saturn 3D capabilities above the PlayStation even the N64 but your to scard of PlayStation owners to meantion anything like that. You won't print this because you don't like the truth.
Jon Taylor.
PS. Give us more news on KOF96.



Dear FreePlay,
What the hell is going on?! The majority of letters printed in issue 182 of CVG were negative and it was supposed to be Christmas. My God, PlayStation this, Saturn that, N64's a failure. And Tolouse Montagé's letter!! Hello! CVG is multiformat, they're not biased, they highlight differences between the same games on Saturn and PlayStation so people who own both machines can make an informed choice as to which version is best for them. If this annoys you so much why do you buy the mag, just f**k off and buy Sega Saturn Magazine, okay!! And as for everyone else stop being so negative. I could easily make a great big list of gob smackingly brilliant games released during 1996 – across all three major formats. I think everyone who is "into" games should own a Saturn, PlayStation (both in the shops now in case you hadn't noticed) and a Nintendo 64 from the 1st of March. All three are essential pieces of gaming kit and anyone who says otherwise can f**k off. Now that that's all cleared up I can get back to *Tomb Raider*.
Sorry I had to use some strong language but last month's letters were so annoying (yes all of them) that it was necessary.
Be happy everyone,
Sweeney Boy, Derry.



X-MEN VS STREET FIGHTER MOVES LIST



Here are all the moves for all the characters in *X-Men Versus Street Fighter* – the English translations, straight from Capcom's Tokyo HQ. Of course we're aware that many of you will already be familiar with most techniques. But we're guaranteed to get complaints if we don't print the full rosta. Anyway, Cammy is played slightly differently, plus Rogue, Gambit, and Sabretooth are completely new. So here goes.

✱ LEGEND ✱

T	= Toward	WK	= Weak
DT	= Down-Toward	MED	= Medium
D	= Down	STG	= Strong
DA	= Down-Away	360	= Spin stick through 360° (full circle)
A	= Away	720	= Spin stick through 720° (2x full circle)
UA	= Up-Away	2P	= Any 2 punches together
U	= Up	2K	= Any 2 kicks together
UT	= Up-Toward	3P	= Any 3 punches together
AP	= Any Punch	3K	= Any 3 kicks together
AK	= Any Kick		

X-MEN CHARACTERS

CYCLOPS
(HAS A 2-LEVEL JUMP CAPABILITY)

OPTIC BLAST	D, DT, T, P
RISING UPPERCUT	T, D, DT, P
CYCLONE KICK	D, DA, A, K
OPTIC SWEEP	D, DA, A
MEGA OPTIC BLAST	D, DT, T, 2P

WOLVERINE

BERESERKER BARRAGE	D, DT, T, P
TORNADO CLAW	T, D, DT, P
DRILL CLAW	JOYSTICK PLUS MED P AND WK K SIMULTANEOUSLY
BERSERKER BARRAGE X	D, DT, T, 2P
WEAPON X	T, D, DT, 2P

STORM
(CAN MID-AIR DASH)

WHIRLWIND	D, DT, T, P
LIGHTNING ATTACK	JOYSTICK PLUS MED P AND WK K SIMULTANEOUSLY
DOUBLE TYPHOON	D, DA, A, P
FLYING	D, DA, A, 2K
LIGHTNING STORM	D, DT, T, 2P

MAGNETO
(CAN MID-AIR DASH)

E-M DISRUPTOR	A, DA, D, DT, T, P
HYPER GRAVITATION	T, DT, D, DA, A, K
MAGNETIC BLAST	U, UT, T, P (Only in Mid-Air)
MAGNETIC FORCE FIELD	A, DA, D, DT, T, K
FLYING	D, DA, A, 2K
MAGNETIC TEMPEST	D, DT, T, 2K
MAGNETIC SHOCKWAVE	D, DT, T, 2P

ROGUE
(CAN MID-AIR DASH)

REPEATING PUNCH	D, DT, T, P
POWER DRAIN	D, DA, A, K
USE DRAINED POWER	D, DT, T
GOOD NIGHT SUGAR	D, DT, T, 2P
SYUNGOKUSATU	WK P, WK P, T, WK K, STG P

GAMBIT

KINETIC CARD	D, DT, T, P
CAJUN SLASH	D, DA, A, P
CAJUN STRIKE	Charge D, Then quickly U + P or K
ROYAL FLASH	D, DT, T, 2P

SABRETOOTH

BERSERKER CLAW	D, DT, T, P
WILD FANG	T, DT, D, DA, A, P
ARMED BIRDIE	T, DT, D, DA, A, K
BERSERKER CLAW X	D, DT, T, 2P
WEAPON X DASH	T, D, DT, 2P

JUGGERNAUT

EARTHQUAKE PUNCH	T, DT, D, P
JUGGERNAUT PUNCH	A, DA, D, DT, T, P
NAIL SLAM	T, DT, D, DA, A, K
JUGGER' HEAD CRUSH	D, DT, T, 2P

STREET FIGHTER CHARACTERS

RYU

HADO-KEN	D, DT, T, P
SHOURYU-KEN	T, D, DT, P
TATUMAKI-SENPUU-KYAKU	D, DA, A, K
SHINKU-HADOKEN	D, DT, T, 2P
SHINKU-TATUMAKI-SENPU-KYAKU	D, DA, A, 2K

KEN

HADO-UKEN	D, DT, T, P
SHOURYU-KEN	T, D, DT, P
TATUMAKI-SENPUU-KYAKU	D, DA, A, K
SHOURYU-REPPA	D, DT, T, 2P
SHINRYU-KEN	D, DT, T, 2K

CHUN-LI
(HAS A 3-LEVEL JUMP CAPABILITY. CAN MID-AIR DASH)

KIKO-KEN	A, DA, D, DT, T, P
SPINNING AIR ATTACK	Charge D, then quicly U + K
LIGHTNING KICK	T, DT, D, DA, A, K
SEN-EN-SYUU	T, DT, D, DA, A, K
KIKO-SYOU	D, DT, T, 2P
SENRETU-KYAKU	D, DT, T, 2K
HAZAN-TENSYOU-KYAKU	D, DA, A, 2K

CHARLIE

SONIC BOOM	Charge A, then quickly T+ P
FLASH KICK	Charge D, then quickly U + K
MOONSALUT SLASH (Only in Mid-Air)	U, UT, T, K
SONIC BREAK	D, DT, T, 2P
CROSS-FIRE BLITZ	D, DT, T, 2K
SOMERSAULT JUSTICE	D, DA, A, 2K

CAMMY
(HAS A 2-LEVEL JUM CAPABILITY)

THRUST KICK	T, D, DT, K
CANNON DRILL	D, DT, T, K
AXEL SPIN KNUCKLE	D, DT, T, P
HOOLIGAN COMBINATION	D, DA, A, K, K
CANNON REVENGE	T, DT, D, DA, A, P
AIR THRUST KICK (Only in Mid-Air)	D, DA, A, K
SPIN DRIVE SMASHER	D, DT, T, 2K
KILLER BEE ASSAULT	D, DA, A, 2K

DHALSIM

YOGA FIRE	D, DT, T, P
YOGA FLAME	T, DT, D, DA, A, P
YOGA BLAST	T, DT, D, DA, A, K
YOGA TELEPORT	T, D, DT (A, D, DA), 3P or 3K
YOGA INFERNO	D, DT, T, 2P
YOGA STRIKE	D, DT, T, 2K

ZANGIEF

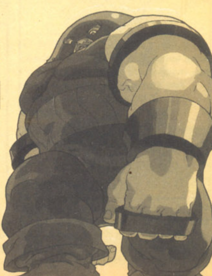
SPINNING LARIAT	3P
SPINNING PILE DRIVER	360, P
FLYING POWER BOMB	A, DA, D, DT, T, K
GLOWING FIST	T, D, DT, P
ARIEL RUSSIAN SLAM	T, DT, D, DA, A, K
FINAL ATOMIC BUSTER	360, 2P

M BISON (VEGA)

PSYCHO SHOT	A, DA, D, DT, T, P
SCISSORS KICK	A, DA, D, DT, T, K
HEAD STOMP	Charge D, then quickly U + K
SOMERSAULT SKULL CRUSHER	P or Charge D, then quickly U + P (After Head Press)
PSYCHO FIELD	T, DT, D, DA, A, P
BISON WARP	T, D, DT, Any Button
FLYING	D, DA, A, 2K
PSYCHO CRUSHER	D, DT, T, 2P
KNEE PRESS NIGHTMARE	D, DT, T, 2K

AKUMA

GOU-HADO-KEN	D, DT, T, 3K
GOU-SHOURYU-KEN	T, D, DT, P
TATSUMAKI-ZANKUU-KYAKU	D, DA, A, K
ASYURA-SENKUU	T, D, DT (A, D, DA), 3P (3K)
TENMA-KUUZIN-KYAKU	D, DT, T, K (Only in Mid-Air)
MESSATU-GOU-HADO	D, DT, T, 2P
MESSATU-GOU-SYOURYU	D, DT, T, 2K
TENMA-GOU-ZANKUU (Only in Mid-Air)	D, DT, T, 2P
SYUNGOKUSATU	WK P, WK P, T, WK K, STG P



drawinz wot you dun

My name is Hunter and i want to be Toms dog and i give a bone to my favourite picture.

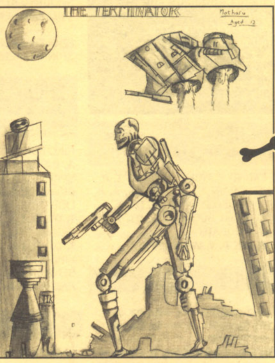
KEY	
Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT!	Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!

Alright you bunch of idiots! Stop sending in cack and send in some decent stuff for once!

Right! That's it, I've had enough! Every month I warn you about *Mortal Kombat* and *Worms*, *Cool Spot* and *Cheesy*, but what do I get? I'll tell ya! The same old tripe every month! No messing this month, any of that nonsense gets an instant turd. Like it or not! YOU HAVE BEEN WARNED!



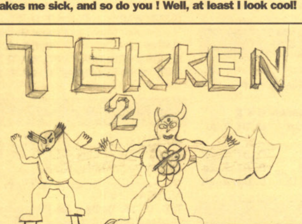
Oi! Andy Freeman, if you're going to send pictures of the team in make sure Phil Dawson isn't in them. He makes me sick, and so do you ! Well, at least I look cool!





What' this eh Chris Edwards? I know you can draw, so why waste your time with copies of art from our mag. Do us both a favour and do something original. Cheers mate.

Another decent pic at last. That's about three in total for the month. How about some Terminator 3 pictures eh art boffs? Thanks to Subraj Matharu.



Nice bit of work for a change! Congratulations Danny Lord, but I want more 'fighting' pics of fighting games, not 'standing around like ponces' pictures thank you!

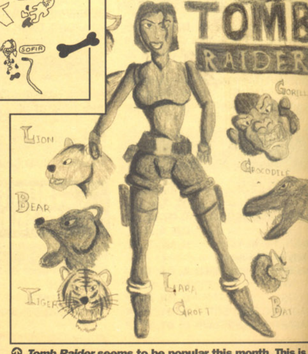
HA HA! THIS IS WHAT I THINK OF YOU STUPID KIDS by Anthony
HUNTER
AKIRA
PAI
DURAL
EIJI
JEFFERY
SHU
WOLF
SOFIA

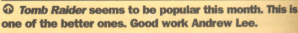
Yeah! I like this one. That's what my body looks like! This is what the drawingz should be like. Original and funny. Top marks Anthony.



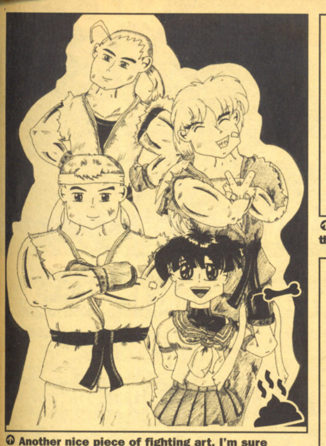
***Floating Runner*. Not one of my favourite games, but it makes a nice change from *MK*. Thanks George Gavin.**

I like this one as well, nicely drawn, nice bit of imagination, well done John Corbett.





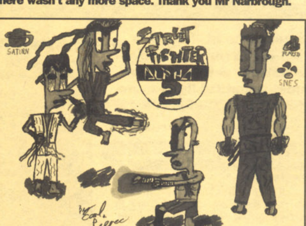
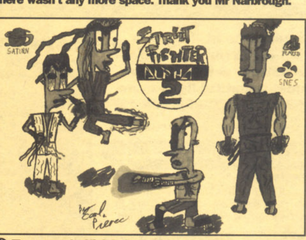
***Tomb Raider* seems to be popular this month. This is one of the better ones. Good work Andrew Lee.**



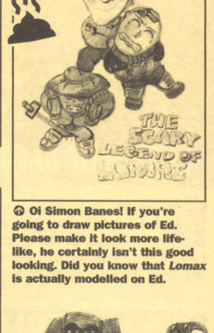
Another nice piece of fighting art. I'm sure Sakura was better looking than that before though. Thanks Joseph Sherwood, nice line work!



Excellent bit of art this. The others were good too, but there wasn't any more space. Thank you Mr Narbrough.

The second official piece of Capcom UK artwork has been released. Thanks to Carl Pierce.



Oi Simon Banes! If you're going to draw pictures of Ed. Please make it look more life-like, he certainly isn't this good looking. Did you know that *Lomax* is actually modelled on Ed.

drawinz wot you dun

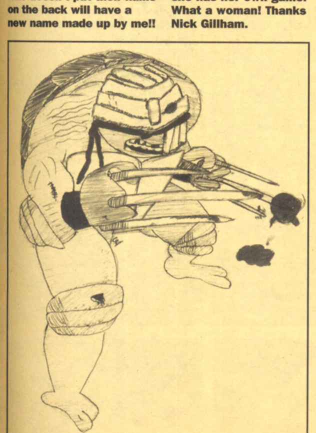
Nice drawing this, however there's no name with it. From now on anyone who doesn't put their name on the back will have a new name made up by me!!

She's sexy, daring and dangerous. And she has her own game. What a woman! Thanks Nick Gillham.



OAP Doom huh? Sounds like the rubbish Saturn version to me – all jerky and slow. Thanks Steven Cummings.

Fargus from *Pandemonium* isn't one of my personal favourite characters. In fact, I HATE him! I want to get his stupid jester stick and chew it to bits, then start on Fargus himself from the ankles up! Grr! Special no-thanks to Mervi Naukkarinen for sending it in.



Blimey! Teenage Mutant Ninja Turtles! I thought they were dead or something! Obviously not. Thanks Carl.



The best mag? Well, I suppose you're right. Oh! I just hate being famous! By Paul Strauther.



WHAT IS THIS!? If any one *ever* sends me a picture of *Worms* again I'll personally track them down and eat them (and their family and friends). You're first Oliver Hayman....



Send 'em in to:

CVG, Emap Images, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

Please make sure that your name is clearly printed on the back of your work. I'm sorry that we can't print 'alf the work we get, but we do enjoy looking at it all! Art!



SOUL EDGE

THE BASIC GUIDE TO MASTER SWORDSMANSHIP

New from the master gamesmiths at Namco is the 3D slash'em up, *Soul Blade* (or *Soul Edge*). Combining some of the hottest action seen on the Sony machine with the most beautiful light-sourcing, this game is definitely worthy of a CVG guide.

IMPACT BLOCKING

Impact blocking allows you to block without taking weapon damage and can come in very handy when your sword's about to go. And for added bonus, you can counter attack for a huge damage enemy punishment. But the timing for impact blocking is slightly different against each fighter so bear that in mind.







You usually have to enter the guard impact command earlier with a vertical attack and later with a horizontal attack.

DODGING

Dodging can be the key to unlocking an opponent's defenses if they are blocking everything that you can throw at them. Just side-step the attack and slice up his blind side!







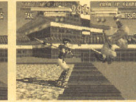
As soon as you successfully dodge, make your opponent pay promptly!

RING OUTS

A great way of turning a losing battle into a solid win is to finish your enemy off with a ring out. Either use a floating combo or a knockdown blow near the edge of the ring for a quick instant victory.







Following an uppercut with a fast combination is a sure way of achieving a ring out.

CRITICAL EDGE

Being able to do the Critical Edge instantly and constantly is a must if you're to be a *Soul Edge* master! The Critical Edge can decide the outcome of the fight quite easily, but to hit your opponent with it can be quite difficult. The key is to committing the extender of your chosen character to memory and then trying to predict your opponent's movements. For example, if they have a tendency to rush forward and attack at the opening of the round, it's best to dash back twice and Critical Edge immediately – guaranteed to hit! But don't do it too often though or you'll get caught out.

SECRET CHARACTERS!

Being a Namco game, *Soul Edge* is brimming with secret characters. Making them selectable is awkward, but worth it! Remember, these characters can't be used in the Edge Master mode.

SIEGFRIED!

Siegfried! is the evil version of Siegfried (from his 'normal' ending) and as long as you attain all seven of Siegfried's special weapons in the Edge Masters mode, Siegfried! will be ready for you to control! He can be found off the edge of the select screen.



Siegfried! has all the moves of the normal Siegfried but he causes slightly more damage and wears evil armour!

SOUL EDGE

Soul Edge will be yours after 20 hours has been clocked up on your timer (the clock is on the top left hand corner of the record screen.).



Soul Edge is a powered up version of Captain Cervantes and has all manner of trickery up his evil sleeves!

SOPHITIA!

To make Sophitia! a member of your *Soul Edge* roster, gain all Sophitia's Edge Master mode weaponry and she's yours to choose. She is next to Siegfried! just off the screen.



Skimpier outfit but sadly no new moves for Sophitia fans. Still, it's a good bonus!

SOPHITIA!!

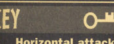
If Sophitia! wasn't enough for you, you're sure to like the swimming costume edition Sophitia. Sophitia!! is the same as the other two versions in terms of moves, but for you Sophitia fans out there, she's a must-have addition to your roster!



For Sophitia!!, collect all 70 weapons in Master mode!







- H Horizontal attack
- V Vertical attack
- K Kick
- G Guard

This is a beginner's guide to *Soul Edge* so be prepared to experiment after you've committed all these attacks to your memory. Remember, being able to do the moves during practice is nothing if you can't do it in a fight, okay?





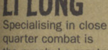
MITSURUGI HEISHIRO

Mitsurugi is the 'average' fighter of *Soul Edge*, but has the potential to blossom into the most lethal fighter in the game. With a good range and a useful repertoire of moves, Mitsurugi is a solid character for both beginners and masters alike.



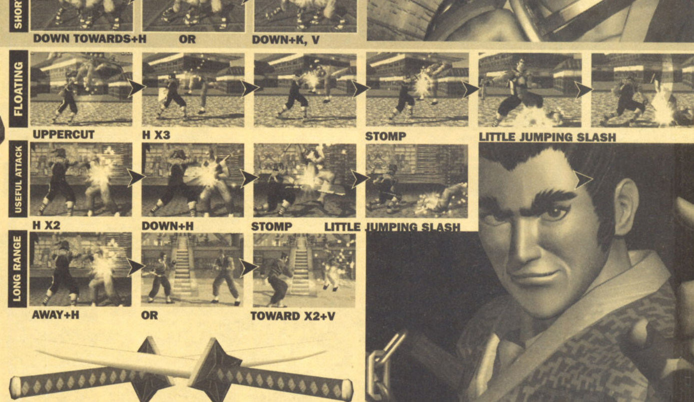






LI LONG

Specialising in close quarter combat is the nunchuka master Li Long. Make your opponent take the first move and when there's a gap in his defenses, dash in and punish him with a variety of multi-hit nunchuka attacks.





SEUNG MINA

The Korean fighter is more than just a pretty face – she's a great long range fighter with a move for every situation possible. But most of her powerful moves tend to have a long delay before striking, so beware against the quicker characters.



ROCK

Another long range fighter is Rock and though his battle axe is rather slow, the victim suffers a huge energy drain once it strikes. Patience is the game for the Rock beginner – wait until there's an opening and strike!

FLOATING: UPPERCUT → TOWARDS X2+V



USEFUL ATTACK: V X3 → OR → TOWARDS+H X3

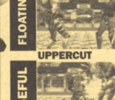
LONG RANGE: DOWN BACKWARDS+H

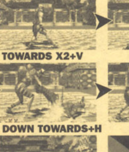
VOLDO

One of the stranger looking characters in the game is Voldo, but once his Demon Elbow is mastered, Voldo becomes one of the stronger fighters in the game. Competent at all ranges, the Italian Retainer is a good choice for the intermediate player.

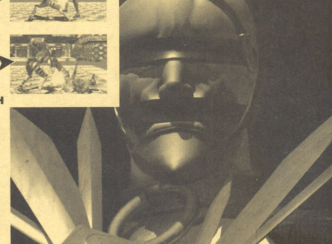


FLOATING: UPPERCUT → DEMON ELBOW → TOWARDS X2+V




USEFUL: DEMON ELBOW → DOWN TOWARDS+H



LONG RANGE: DOWN+H+V → OR → DEMON ELBOW






SHORT RANGE: DEMON ELBOW

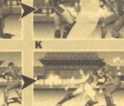
TAKI

Lightning fast combos and close quarter combat is what you have to master with the Kunoichi, Taki. Though she has little in terms of long range attacks, she has multi-height combinations that she can employ once in close. A very good choice for the competent player to move on to.



FLOATING: UPPERCUT → H X3 (OR KX3) → DOWN TOWARDS+K









USEFUL: DOWN+K → K → DOWN TOWARDS+K

LONG RANGE: TOWARDS X2 +V → OR → H+K

SHORT RANGE: TOWARDS + H → VX5

SOPHITIA

Voted the players' choice in Japan, Sophitia has what it takes be up there with the big boys and you should have no problem in dispatching Cervantes/Soul Edge with her. With a little practice, this Greek flower blossoms into a killing machine!



FLOATING: UPPERCUT → HX2 → DOWN TOWARDS+V → LITTLE JUMPING SLASH



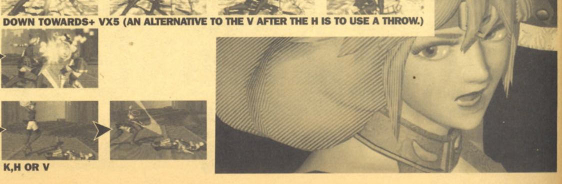

USEFUL: VX2 H V → DOWN TOWARDS+ VX5 (AN ALTERNATIVE TO THE V AFTER THE H IS TO USE A THROW.)



LONG RANGE: AWAY+V



SHORT RANGE: UP TOWARDS+K → K,H OR V





SIEGFRIED

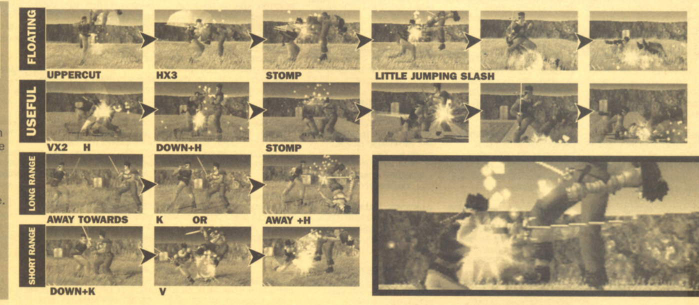
Though he may look young in appearance, don't underestimate this German fighter's skill. He is primarily a long distance fighter, but he has short range moves a plenty, and can be a very good choice for both novices and masters alike.





HWANG

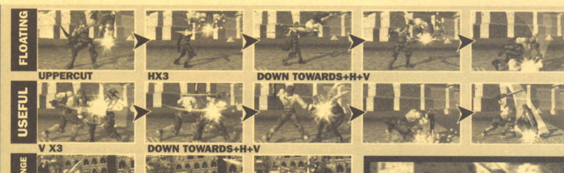
Basically a tarted-up Mitsurugi, Hwang can be used in exactly the same way but has a slight advantage as he tends to have a quicker recovery time. He also has his own set of special moves and these can be used to your advantage when fighting a Mitsurugi player.





CERVANTES

The human half of the game's boss has the moves to go with his position. His moves may look deceptively slow, but be warned, he recovers very quickly and only the faster characters like Li Long and Taki have a chance of countering.







ALTERNATIVE ENDINGS

Each originally selectable character has an alternative ending and these can be accessed by using the codes for each character below!

★ MITSURUGI
To access Miturugi's ending, you must kill Tanegashima by side-stepping the first bullet and then running like mad towards him and then slash him when he is in range.

★ TAKI
Hold down G+H+towards when her kitchen knife snaps, for the good ending.

★ SOPHITIA
Press G+H while she's walking in the woods and you get to see her other ending!

★ ROCK
When the borders during his ending lift, tap G+H+towards for his second ending.

★ SEIGFREID
Hold down G+H after he picks up the Soul Edge.

★ HWANG
For Hwang's alternative finish, press G+H when the borders disappear (after he picks up the Soul Edge).

★ SEUNG MINA
Continuously tap G+H when the movie bars are lifted to see her other ending.

★ LI LONG
After he falls to the ground during his ending, tap G+H like a rabid monkey to get his good ending.

★ CERVANTES
Hold down G+H+towards during his ending.

★ VOLDO
Voldo is an odd one as his ending doesn't really change that much. If you want to see it, press all the buttons as well as the directional key when the borders disappear.



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• **I WILL SWAP TEKKEN 2** FOR COMMAND & CONQUER, DIE HARD TRILOGY OR FORMULA 1. CALL 07182 773688

• **FORMULA 1 AND RESIDENT EVIL FOR SALE** TO HIGHEST REASONABLE OFFER. PHONE ANDREW AFTER 6.30 PM ON 01889 500414

• **JAMMA PCB'S**, TWIN COBRA, SUPERMAN, CAPTAIN COMMANDO £30 EACH. OR SWAP FOR PC ENGINE & GAMES OR NEO GEO CARTS. ALSO HANTEREX COLOUR MONITOR FOR SALE. 01952 884169

• **WANTED SF ZERO 2** (JAP), VAMPIRE HUNTER (JAP), X–MEN (JAP), VIRTUA COP + GUN (PAL), FIGHTING VIPERS (PAL), GOLDEN AXE, GUARDIAN HEROES & REAL BOUT FATAL FURY. CALL MOHAMMED 01384 252228

• **JAMES POND 2 ON MEGA DRIVE.** WILL SWAP FOR TOY STORY, SONIC & KNUCKLES OR PRIMAL RAGE. CALL 01743 290215

• **PS GAMES FOR SALE**; DESTRUCTION DERBY, MK3, WORMS, THUNDERHAWK 2 – £20 EACH. 01722 337382

• **4 AMERICAN GAMES; SUPER STAR WARS**, DESERT STRIKE, MECHWARRIOR, CALIFORNIA GAMES 2 AND CONVERTER FOR SNES. FOR £70 – 75. PLEASE CALL 0181 365 8191 AFTER 7PM.

• **WANTED!! SPECTRUM GAMES** AND TAPE DECK – IN FULL WORKING ORDER + MANUALS, BOX ETC. CALL SIMON ON 01933 315963

• **FOR SALE MK3 FOR MEGADRIVE**, ALMOST BRAND NEW. CALL OLIVER ON 01425 279417 AFTER 5PM.

• **SPECTRUM TAPES FOR SALE.** PLENTY TO CHOOSE FROM. SEND S.A.E. TO: HELEN SHACK, 89 COBBOLD ROAD, LEYTONSTONE, E11 3NS

• **ALTHOUGH THE PLAYSTATION IS A GREAT CONSOLE**, I CANNOT FIND ANY GOOD RPG GAMES LIKE ZELDA – PLEASE HELP. RICHARD THACKRAY, 96 KINGS ROAD, ILKLEY, W. YORKS, LS29 9B2

• **SPECTRUM RETRO.** MASSIVE SELECTION OF GAMES, CHEAPEST PRICES. SEND S.A.E. TO BRIAN POWER, 71 FLAT 2, SALISBURY RD, WAVETREE, LIVERPOOL L15 1HW

• **I HAVE 3 BRILLIANT SNES GAMES FOR SALE**, SUPER SOCCER, FIFA SOCCER AND SF2. ALL FOR £50 OR £17.50 EACH. CALL SIMON 01877 331736

• **SNES GAMES FOR SALE.** UNWANTED XMAS GIFTS ALL IN MINT CONDITION. 14 GAMES INCLUDING YOSHIS ISLAND, DKC, ISS & MANY MORE. NEIL 0181 2481033

• **SNES GAMES FOR SALE**, 16 GAMES BOXED £15–35 EACH. RICHARD 01293 510409

• **I'M WILLING TO SWAP MK3 ON THE PSX** (INCLUDING CHEATS) FOR THEME PARK. THERE'S LOADS OF FUN IN THIS COOL GAME! CHRIS 01993 882099

• **FOR SALE – SUPER STREET FIGHTER 2** AND FIFA INTERNATIONAL £30 OR £15 EACH. CALL HARRY AFTER 5PM. NO BOX OR INSTRUCTIONS. 0121 2331442

• **I HAVE PRIMAL RAGE.** DOES ANYONE WANT TO SWAP IT FOR CANNON FODDER? TOM RICKETTS 0181 6570519

• **GREAT GIANA SISTERS GAME FOR COMMODORE 64.** EXCELLENT COLLECTORS ITEM. SWAP FOR PLAYSTATION GAME. TONY 3 ALPINE AVE, LOSTOCK HALL, PRETSON PRS SLG.

• **PSX GAMES FOR SALE** – RRR, ALIEN TRILOGY £30 EACH, DOOM, TEKKEN, FIFA 96, MORTAL KOMBAT 3, ZERO DIVIDE £25 EACH. CALL TONY 0113 2828832

• **WANTED – RAIDERS OF THE LOST ARK FOR ATARI 2600** – DYING AUNTS LAST REQUEST. PHONE BRETT ON 01703 324240

• **DESPERATLEY WANT DISCWORLD FOR PLAYSTATION**, WILLING TO SWAP MAGIC CARPET FOR IT. CONTACT SIMON JAMES, 12 MELBOURNE STREET, ST. LEONARDS, EXETER, DEVON, EX2 4AU.

• **I'LL SWAP MAGIC CARPET** FOR ANY FAIRLY GOOD SATURN GAME. WILL THROW IN XMAS NIGHTS FOR A BETTER GAME. CALL GAVIN MERRIT 0113 266645 AFTER 6PM.

• **I'M HAVING A SEGA SATURN SYSTEM**, AND I WANT TO SWAP GAMES. STEPHEN MENSA, TEMA FIRST BAPTIST SCHOOL, P.O. BOX 1167, TEMA, GHANA.

• **SWAP FORMULA 1 FOR DESTRUCTION DERBY 2.** BUYER MUST COLLECT. MATTHEW BULLMAN. 18 QUEENS RD, AIREDALE, WEST YORKSHIRE, WF10 3EQ (01977 556250) P.S. MATTHEW, STOP CALLING OUR OFFICES. PLEASE.

• **ANYONE WANNA SWAP MY FORMULA ONE** FOR YOUR PANDEMONIUM, STREETFIGHTER ALPHA OR THUNDERHAWK 2. PHONE SI ON 01254 851491 AFTER 6PM

• **SWAP MY CRASH BANDICOOT** FOR YOUR TOMB RAIDER OR DOOM. OR SELL FOR £35. TERRY 01603 893375

• **WANTED – ANY MEGA MAN GAMES FOR SNES.** PAY UP TO £20. RING ALEX AFTER 4PM 0191 2846668

OTHERS

• **FOR SALE ISSUES 120 – 133 OF C&VG.** INCLUDES 1 – 14 OF HAND HELD MAG. PHONE DAVID FOR DETAILS. 0121 7730355

• **FOR SALE: SUPER PLAY ISSUES 1–47.** GOOD CONDITION. INCLUDES SOME DOUBLES. WILL NOT SEPERATE. £150 & NO OFFERS. PHONE MO AFTER 8PM 0181 4710780

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• **AMIGA 500, 400 DISKS, £180,** MAY SPLIT. WRITE TO SUZANNE, 14 CYPRESS GROVE, PULROSE, ISLE OF MAN, IM2 1BX

FREEPLAY HIGH SCORES

Send us your best scores for the latest games. Keep some sort of proof – a screen photograph, video or save game – in case your score is so good we have trouble believing it! If you can beat the scores here, let us know, and if you think you're unbeatable at anything else, send it in to the address on the back page of FreePlay.

RESIDENT EVIL (PS)

Completed in 01:43'06
Hannu Grano, Klaukkala, Finland

SOUL EDGE (PS)

Arcade Mode 3'14 (Hwang)
Yasuhiro Hunter (YAS), Oxford

STAR GLADIATOR (PS)

2'35"87 Level 8 (Rimgal)
Yasuhiro Hunter (YAS), Oxford

RIDGE RACER REVOLUTION (PS)

NOVICE
Best Lap 0'43"193
Paul Beckett, Shropshire
Best Race 2'16"405
Ian T, Canterbury

NOVICE EXTRA
Best Lap 0'43"877
Paul Beckett, Shropshire
Best Race 2'13"457
Ian T, Canterbury

INTERMEDIATE
Best Lap 0'59"220
Thomas Darbyshire, Wigan
Best Race 2'59"705
Miroslav Jeftic (M.J), Ruma, Yugoslavia

INTERMEDIATE EXTRA
Best Lap 1'00"431
Miroslav Jeftic (M.J), Ruma, Yugoslavia
Best Race 3'05"762
Miroslav Jeftic (M.J), Ruma, Yugoslavia

EXPERT
Best Lap 1'02"925
Ben Williams (B.W), Glos.
Best Race 3'13"218
Matthew McMillan (MAT), Bearsden

EXPERT EXTRA
Best Lap 1'02"459
Matthew McMillan (MAT), Bearsden
Best Race 3'16"774
Miroslav Jeftic (M.J), Ruma, Yugoslavia



STREET FIGHTER ZERO 2 (PS)

2, 583, 200 Level 5 (Rolento)
Yasuhiro Hunter (YAS), Oxford

TEKKEN 2 (PS)

86 Wins (Jack 2)
Yasuhiro Hunter (YAS), Oxford

Time Attack 1'57"96 (Bruce)
Yasuhiro Hunter (YAS), Oxford

WIPEOUT 2097 (PS)

Phantom Class Times

TALON'S REACH
Best Lap 0'22"4
Adi Wells, York
Best Race 2'10"5
Adi Wells, York

SAGARMATHA
Best Lap 0'24"2
Adi Wells, York
Best Race 2'15"3
Adi Wells, York

VALPARAISO
Best Lap 0'37"8
Adi Wells, York
Best Race 3'25"1
Adi Wells, York

PHENITIA PARK
Best Lap 0'37"8
Adi Wells, York
Best Race 3'22"5
Adi Wells, York

GARE D'EUROPA
Best Lap 0'41"8
Adi Wells, York
Best Race 3'36"7
Adi Wells, York

ODESSA KEYS
Best Lap 0'38"4
Adi Wells, York
Best Race 3'30"3
Adi Wells, York

VOSTOK ISLAND
Best Lap 0'38"0
Adi Wells, York
Best Race 3'34"0
Adi Wells, York

SPILSKINANKE
Best Lap 0'35"8
Adi Wells, York
Best Race 3'19"1
Adi Wells, York

FORMULA 1 (PS)

ARGENTINA
1'25"500
Niels Bienman, The Netherlands

SAN MARINO
1'27"308
Niels Bienman, The Netherlands

MONACO
1'16"262
Niels Bienman, The Netherlands

CANADA
1'26"973
Niels Bienman, The Netherlands

GREAT BRITAIN
1'30"092
Niels Bienman, The Netherlands

GERMANY
1'34"473
Niels Bienman, The Netherlands

HUNGARY
1'14"627
Niels Bienman, The Netherlands

ITALY
1'20"300
Niels Bienman, The Netherlands

PORTUGAL
1'20"668
Niels Bienman, The Netherlands

EUROPE
1'22"944
Niels Bienman, The Netherlands

JAPAN
1'46"031
Niels Bienman, The Netherlands

AUSTRALIA
1'14"583
Niels Bienman, The Netherlands

FIGHTERS MEGAMIX (SAT)

Survival Mode, FV Setting, Wolf Stage

3 Mins, BM 24 Wins
Jonathan Town, Wakefield
7 Mins, Urabahn 31 Wins
Paolo Tarvilli (ZAK)
15 Mins, Rentahero 98 Wins
(cheesy) Ed Lomas (EDD), CVG

VAMPIRE HUNTER (SAT)

1, 635, 200 (Morrigan)
Yasuhiro Hunter (YAS), Oxford

STREET FIGHTER ALPHA 2 (SAT)

Survival Mode complete, Level 8 difficulty
Evil Ryu 05'16"81
Ade, East Ham, London

SUPER PUZZLE FIGHTER (SAT)

210, 000 (Donovan)
Yasuhiro Hunter (YAS), Oxford

DAYTONA USA: CCE (SAT)

Three Seven Speedway
0'15"24
Clifford Bonney (C.B), Oxford

NATIONAL PARK SPEEDWAY
0'31"76
Clifford Bonney (C.B), Oxford

DINOSAUR CANYON
0'42"96
Clifford Bonney (C.B), Oxford

SEASIDE STREET GALAXY
1'30"56
Clifford Bonney (C.B), Oxford

DESERT CITY
0'44"24
Clifford Bonney (C.B), Oxford

CHRISTMAS NiGHTS (SAT)

2171 Link Attack
William Curley, Surrey
0'09"469 Time Attack
William Curley, Surrey

NiGHTS (SAT)

Reala beaten with 107 seconds remaining **William Curley, Surrey**
Jackle beaten with 102 seconds remaining **William Curley, Surrey**
351 Link (Spring Valley 1)
Tom Russon
93030 Points (Spring Valley 1)
Tom Russon
505200 Points (Spring Valley)
Tom Russon

373 Link (Frozen Bell 1)
Paul Lautier, London
583300 Points (Frozen Bell 1)
Paul Lautier, London

395 Link (Splash Garden 1)
Paul Lautier, London

MARIO KART 64 (N64)

Kinoko Cup, Luigi Circuit, as Yoshi
Best Lap 36"88
Geoffrey Tsoi, Stockport
Best Race 1'53"01
Geoffrey Tsoi, Stockport

KILLER INSTINCT 2 (ARC)

Best combos from Chris Martin (XXX), West Sussex.

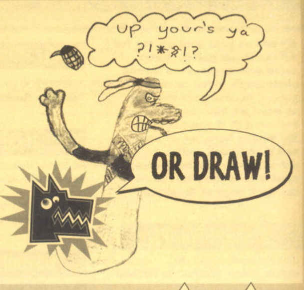
Fulgore	80 Hits	73% Damage
TJ Combo	75 Hits	76% Damage
Orchid	75 Hits	100% Damage
Jago	78 Hits	100% Damage
Glacius	75 Hits	100% Damage
Tusk	65 Hits	81% Damage
Spinal	67 Hits	64% Damage
Kim Wu	76 Hits	100% Damage
Maya	76 Hits	100% Damage
Sabrewulf	76 Hits	100% Damage
Gargos	80 Hits	



WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (HIGH SCORES, CLASSIFIEDS, FANZINES, ETC.)

FREEPLAY
COMPUTER AND VIDEO GAMES,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON, EC1R 3AU



As it does every month, FreePlay has finished. It's over. That's the end. But don't worry – it's back again next month! As it's YOUR part of the magazine, we want YOUR contributions and suggestions for the various sections. We're getting more contributions to FreePlay than ever before... but we want more! More tips, more guides, more fan letters, more high scores, more drawins, and more fanzines!

HIGH SCORES

Everyone likes to think that they're the best in the world at a game. Here's your chance to prove it. Send in your best scores for the latest games and throw down the gauntlet to the rest of our readers. We want to know who can get the best scores, lap times, or whatever.

MOST WANTED

Tell us what games you're most looking forward to. Whether it's out in a few months, or hasn't even been officially announced yet, we want to know what you most want to be playing. Write your top 3 in order on your envelope, and we'll compile a chart every month.

ART

Hunter's been getting very angry recently. He now gives turds to nearly every picture sent in, and tears most of them up! Please send him more original, funny, and well-drawn pictures so that we can take him out in public without a muzzle again.

TIPS

Recent hard deadlines have taken their toll on Ed Lomas. All of his tips have fallen out of his brain, and he needs to update with new, exciting cheats and guides. Send them in, and we'll print the best!

CLASSIFIEDS

We know by looking at sales charts that a lot of you ignore our advice and buy rubbish games. Here's your chance to offload them on an even bigger idiot. Just fill in the form below (neatly) and send it in to us.

FANS

We don't want letters insulting other readers or companies – we want to know what YOU love about your favourite game or games producers. No more "Saturn is rubbish" or "PlayStation sucks" letters please. Just nice, positive messages.

FANZINES

Get together with some friends and make your own magazine. Send us each issue, and we'll mention it in FreePlay and give the address, so that you can get more readers! You can do it!

PLEASE TICK
(THE RELEVANT BOX)

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☐ GAME(S)	☐ GAME(S)
☐ OTHER	☐ OTHER

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computer and video games

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